METROID™ PRIME TRILOGY

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METROID™ PRIME TRILOGY

PRIMA Official Game Guide

Written by:

Stephen Stratton

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About the Author

Stephen Stratton has authored over 40 guides in his seven years with Prima. His personal favorites include *Resident Evil 4: Wii Edition, Mercenaries: Playground of Destruction, Mass Effect*, and pretty much every guide he's written that has either "Mario" or "Zelda" in its title.

Steve is a lifelong video gamer who attended the Rochester Institute of Technology in Rochester, NY. In addition to his Prima Games guides, he also held a staff position with Computec Media and managed the strategy section of their incite.com video game website.

We want to hear from you! E-mail comments and feedback to sstratton@primagames.com.

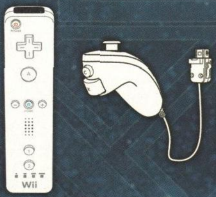
GETTING STARTED

Before diving headfirst into the walkthroughs, let's quickly review the major aspects common to all three *Metroid Prime* games.

Controls

NOTE

The game's controls can be customized in the option menu's control section. Here you can swap the functionality of Ⓐ and Ⓑ or ⊖ and ⊕, adjust the sensitivity of the Wii Remote, and turn the Lock-On Free Aiming function on or off. The game's default controls are referenced throughout this guide.



Weapons and Gear

Suits

Samus begins with a basic Power Suit, but discovers new and advanced suit upgrades during her adventures. Each of her suits provides life-support functions and is well shielded from attack. The modular nature of Samus's suits allows the addition of weapons, visors, and other gear as needed. *Her suits' shielding loses Energy with each hit—* visit Save Stations and collect Energy Units when possible to keep the shielding charged.

Armaments

Power Beam

The Power Beam is Samus's default Arm Cannon. It has the best rate of fire and unlimited ammo. Press Ⓐ to shoot the Power Beam. If you have the Charge Beam upgrade, press and hold Ⓐ to charge the Arm Cannon, then release to fire a powerful charged shot. Charging also has a limited "tractor beam" effect that will draw in small pick-ups, such as Energy Units, helping you collect them from afar.

If your Power Beam shots ricochet, cease fire—the Power Beam is not working against that target. Seek out advanced weapon upgrades for the Arm *Cannon. Once you've acquired them, hold ⊕ and use your* cursor to select the weapon you wish to arm. Tap ⊕ to quickly return to the Power Beam.

Missile Launcher

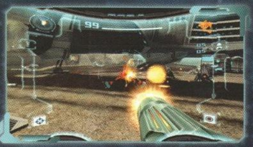
With the Missile Launcher upgrade, Samus can fire missiles from her Arm Cannon to devastate hardened targets. Instead of using ⊕ to select the Missile Launcher, simply press ✜ to launch a missile straight away. Missiles have many uses: Fire them to batter tough foes, open special doors, and blast apart objects to reveal hidden passages and items.

NOTE

Samus carries a limited number of missiles, so don't waste them. Defeat enemies and destroy objects such as crates to acquire missile pick-ups that replenish her reserves. Also seek out Missile Expansions that increase her overall carrying capacity.

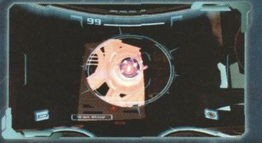
Visors

Combat Visor



The Combat Visor is Samus's default visor. It provides a head-up display (HUD) containing radar, minimap, lock-on reticle, Energy gauge, and missile count. Samus acquires many different visors during her adventures. Push and hold ⊖ to bring up Visor Select, then move the cursor to select the visor of your choice. Tap ⊖ or Ⓐ to quickly switch back to the Combat Visor for battle.

Scan Visor



Samus also owns a Scan Visor, which is used to gather data and interact with objects. Press and hold ⊖ to bring up Visor Select, then move the cursor into the top zone and release ⊖ to enter Scan Visor mode. In this mode, important scan targets are highlighted in red. Scanning enemies with the Scan Visor reveals their vulnerabilities—the data is saved in your Log Book. Scanned data pertaining to the success of the mission is downloaded and stored in the Log Book as well.

TIP

Filling Samus's Log Book is completely optional, but also very important if you wish to unlock all the special extras in *Metroid Prime: Trilogy*. Each time you enter a new room, get in the habit of scanning everything to fill the Log Book with Creature, Research, and Lore data. Also follow the walkthroughs carefully, referring to the scan checklists at the start of each major area to ensure you don't miss anything.

Special Abilities

Morph Ball

The Morph Ball changes your suit into a compact, mobile sphere. Press Ⓒ to enter Morph Ball mode and access areas you otherwise couldn't. Press Ⓒ again to leave Morph Ball mode. Like Samus's suits, the Morph Ball is modular. Several upgrades can be added to improve performance.

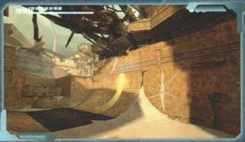
Morph Ball Bomb

The Morph Ball Bomb is the default weapon for the Morph Ball. Press Ⓐ when in Morph Ball mode to drop a Morph Ball Bomb. These bombs can destroy weak items and activate certain devices called Bomb Slots. If Samus is left near a Morph Ball Bomb when it explodes, she'll be popped a short distance into the air. This is called a bomb jump. When a Morph Ball Bomb explodes, it must be close to the enemy to inflict damage.

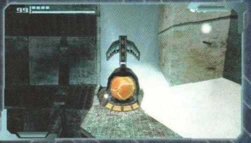
Some tall shafts require double bomb jumps to ascend them. To perform a double bomb jump, set off a Morph Ball Bomb, then drop another just before the first bomb explodes. Near the height of the initial jump, drop a third Morph Ball Bomb in midair. If you time this right, the second bomb will shoot Samus upward as she lands from the initial bomb jump, and the third bomb will rocket her even higher when it explodes beneath her in midair.

Boost Ball

Once acquired, the Boost Ball upgrade can be used to increase the Morph Ball's speed for short periods. Press and hold Ⓑ to charge, then release Ⓑ to trigger a quick boost of speed. The longer you hold down Ⓑ, the longer (and faster) the boost will be.

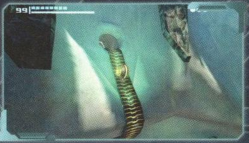


Samus can use the Boost Ball to scale U-shaped half-pipes and reach higher places. Build a charge as you descend in the half-pipe, then trigger the boost as you begin to ascend the other side. Immediately start charging another boost to keep your momentum going. This gives you the speed you need to reach new heights.



The Boost Ball is also used to activate mechanisms called Spinners. Repeatedly boosting while inside a Spinner builds a kinetic charge that activates the device, often resulting in a change in the environment. In addition, you can damage some enemies by boosting into them.

Spider Ball

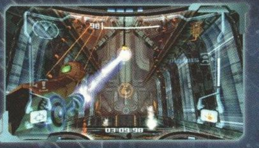


The Spider Ball allows the Morph Ball to move along magnetic rails called Spider Ball Tracks. While next to a magnetic rail, press and hold Ⓩ to activate the Spider Ball ability, and grab on. Follow the magnetic rails to explore new areas. Bomb-jump while you're attached to a rail to leap upward, or quickly release Ⓩ and reengage to drop to a lower track. You can also use the Boost Ball ability to rapidly propel the Spider Ball away from magnetic rails, leaping gaps and the like.

Space Jump Boots

The Space Jump Boots increase Samus's leaping capability through the use of boot- mounted thrusters. After acquiring this upgrade, simply press Ⓑ to jump, then press Ⓑ a second time to use the Space Jump Boots and leap even higher. Timing is important for certain jumps—experiment to discover ways to increase the height and length of your jumps.

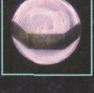
Grapple Beam



The Grapple Beam allows Samus to swing back and forth from special Grapple Points in the environment. Target a Grapple Point (these are always hallmarked by the HUD), then press and hold Ⓩ to fire the Grapple Beam. Hold Ⓩ to stay connected and let go to release. Use the control stick to turn while swinging if need be. The Grapple Beam is commonly used to cross large gaps.

Items and Expansions

Energy Units



Energy Units often spill out of defeated enemies and destroyed objects, particularly when Samus's Energy is low. Collect these goodies to replenish Samus's Energy and keep her in the fight. Energy Units *come in three different flavors:*

Purple Energy Units restore 10 Energy.

Red Energy Units restore 20 Energy.

Yellow Energy Units restore 100 Energy (one full Energy Tank).

TIP

Hold Ⓐ to power the Charge Beam and draw in out-of-reach pick-ups such as Energy Units and missiles.

Energy Tanks

Energy Tanks increase the total shielding capacity of Samus's suit, allowing it to sustain more damage. Energy can be restored by collecting loose Energy Units and using Save Stations (including Samus's ship). There are 14 Energy Tanks scattered throughout each game—follow the walkthroughs carefully to claim each one at the best moment.

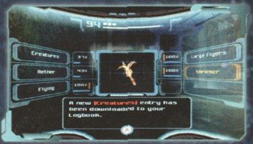
Missiles

When Samus is low on missiles, these little pick-ups will start spewing out of dispatched foes and destroyed objects. Nab missile pick-ups to restock Samus's missile ammo.

Missile Expansions

Missile Expansions increase the maximum missile capacity of the Missile Launcher. Each expansion increases the launcher's capacity by five missiles. There are 49 Missile Expansions spread out among the first two *Prime* games and 50 to find in *Corruption*. Some are in easy-to-reach spots, while others are off the beaten path. Keep your eyes peeled and follow our walkthroughs to ensure that you find them all at the best times.

Log Book Data



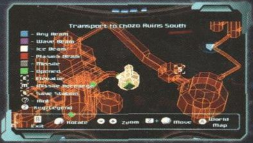
A new [Creatures] entry has been downloaded to your Logbook.

Every bit of important Research data, background Lore, and creature intel is stored in Samus's Log Book. Of course, you must scan these objects with the Scan Visor first to acquire the Log Book entries. Anything that can and should be scanned is highlighted in red while viewed through the Scan Visor—be sure to scan all of these to record new Log Book entries.

NOTE

Filling the Log Book unlocks special extras—see the "Maps, Checklists, and Extras" chapter for details.

Viewing the Map



Samus always has access to a handy 3D map of her current whereabouts. All rooms that have been visited are highlighted in a special color, and their names appear onscreen as you scroll through them. Rooms that have not been visited do not appear on the map unless the area's schematic has been downloaded from the local Map Station. Use the map to keep on course and ensure that you don't miss visiting any special areas.

Earning Credits

Chykka Defeated

Defeating bosses and completing major objectives in each game earns you credits. Use them to purchase special extras through the main menu. Credits earned show up as icons on the HUD once a specific task is completed. Visit the "Extras" menu and use your credits to buy some of *Metroid Prime: Trilogy*'s many extras!

NOTE

Claiming all of the credits from the first two *Metroid Primes* is easy—they're all progression-based, so you find them all just by playing through the game. Earning all of the credits from *Corruption* is far more involved, however, as there are many more of them. Reference the walkthrough and the checklists at the back of this guide to ensure you don't miss any.

METROID PRIME

Space Pirate Frigate

NEW ENEMIES

SCANNED?	NAME
✓	Parasite
✓	Parasite Queen

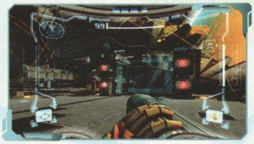
PIRATE DATA

GOT IT?	DATA NAME	ROOM
✓	Fall of Zebes	Biohazard Containment

RESEARCH

GOT IT?	ENTRY NAME	NOTES
✓	Map Station	Scan the hologram before you use it.
✓	Missile Ammunition	Scan any Missile Launcher ammunition dropped by enemies or found in crates.
✓	Small Energy	Scan any Small Energy dropped by enemies or found in crates. Small Energies are blue.
✓	Save Station	—

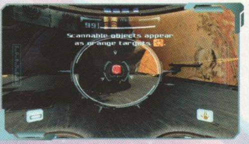
No One Heard Them Scream



The frigate is a mess, but somehow a force field still stands in your way. To get through, hold down Ⓩ to lock onto each of the four red buttons around the force field and shoot each one with blasts from the Power Beam.

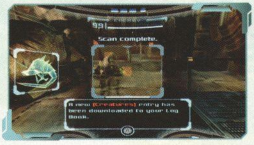
NOTE

This guide assumes you're using the default control scheme.



Scannable objects appear as orange targets

To bring down the second force field, first press and hold ⊖, then select the Scan Visor. Hold Ⓩ to scan the nearby control panel, then shoot more red buttons as you did before (aim high; there are six buttons this time).



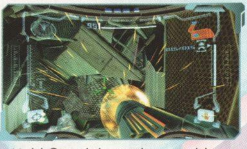
Scan complete.

A new [Creatures] entry has been downloaded to your Log Book.

Equip the Scan Visor again and scan the Parasites feeding on the fallen Space Pirates inside the frigate. Then blast them out of your path.

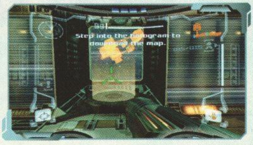
TIP

Scan each enemy to discover their unique strengths and weaknesses. You must scan every enemy (and several other important objects) if you wish to unlock all of *Metroid Prime*'s extras—see the "Maps, Checklists, & Extras" chapter for complete details.



Hold Ⓐ and then release to blast through the rubble in the following tunnel using the Charge Beam.

Map Facility

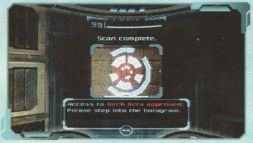


Step into the hologram to download the map.

Press Ⓒ to activate Morph Ball mode and follow two Parasites into a small shaft. Exit Morph Ball mode and scan the hologram ahead before you step into it. Then step into the hologram to acquire the map of the Space Pirate Frigate.

TIP

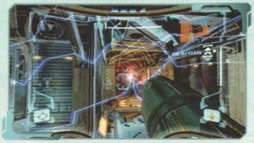
Check the tables at the start of each major walkthrough segment to discover all of the Log Book entries you can add to your Log Book. (Any easy-to-miss entries will be mentioned in the walkthrough.) Check the maps that follow the walkthrough section to discover the locations of all upgrades and expansions. (All of these are detailed in the walkthrough as well.)



Scan complete.

Access to Deck Beta approved.
Please step into the hologram.

Exit the Map Facility and move to an elevator. Scan the elevator's control panel with the Scan Visor to activate a hologram, then step in and ride down.



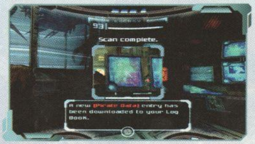
A ceiling turret opens fire at the lower level. Lock on and press ✚ to quickly obliterate the turret with a missile. Collect the missile pickup that's left behind to restock your ammo.

TIP

Use missiles to obliterate powerful threats in short order, but keep an eye on your missile reserves.

TIP

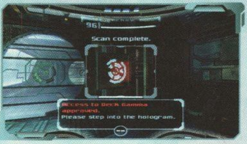
Hold Ⓐ to draw in remote pickups with the Charge Beam, such as Energy Cells and missiles.



Scan complete.

A new [Pirate Data] entry has been downloaded to your Log Book.

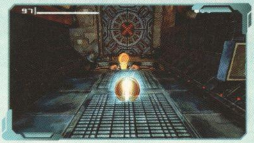
Continue to a room full of control panels. Scan a red panel to add your first Pirate Data entry to your Log Book. This is your only chance to acquire this Log Book entry.



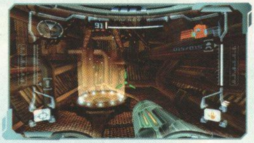
Scan complete.

Access to Deck Gamma approved.
Please step into the hologram.

Scan another red panel to activate a lift and ride up to the second floor, then find another elevator and scan its control panel to ride down to a lower level of the frigate.

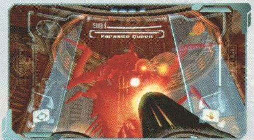


Scan the control panel below to activate a spherical hologram. Change to Morph Ball mode and roll into the hologram to open the door ahead.



Step into the nearby Save Station to mark your progress and replenish your Energy. Then scan a control panel and assume Morph Ball mode to open the next door.

Boss Battle: Parasite Queen



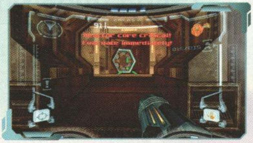
First, scan the Parasite Queen to discover her weak point: the mouth. Then lock onto the Parasite Queen and press Ⓑ while moving either right or left to dash around her attacks. Blast the Queen through the opening in the revolving force field until you at last defeat her.

NOTE

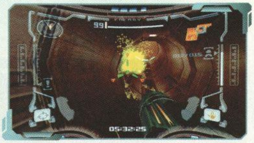
Some enemies [particularly bosses] offer you just one chance to scan them. If you miss your chance during the fight, you'll never have another opportunity to add that creature to your Log Book. If you want to unlock all those special extras, be sure to scan everything, all the time!

Great Escape

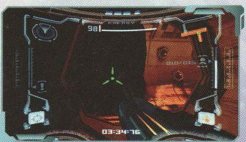
You have just seven minutes to escape the frigate after defeating the Parasite Queen, and you can't simply backtrack the way you came. Time is short, so get moving!



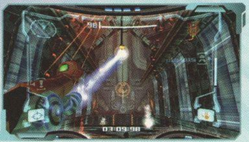
Take the Connection Elevator to Deck Beta up to reach the frigate's Subventilation Shafts. You'll need to scan the elevator's control panel to get it working.



Lock on and blast the Parasites in the tunnels that follow before they swarm you, but don't waste too much time. Keep moving down the shafts and shoot each door to open them (some require multiple shots).



Wait for a giant piston to retract in a lower tunnel, then follow it and duck into a side tunnel on the right before it fires forward again.



Fight your way through Space Pirates (use missiles to make short work of them) and keep moving until you see a giant flying monster. After the creature departs, look up and hold Z to latch onto an overhead grapple point. Swing from one grapple point to the next to cross the room.

Hurry up another elevator. Samus is hit by a massive blast at this point that disables many of her suit functions, leaving her with only a basic Power Beam and Power Suit—advanced upgrades like the Charge Beam and Morph Ball are no longer accessible. Never fear; you'll reclaim these abilities in time.

Hurry back to the Exterior Docking Hangar to flee the Space Pirate Frigate before the self-destruct sequence completes. Samus boards her ship and chases the strange flying creature she noticed earlier to the surface of the nearby planet, Tallon IV.

Tallon Overworld—First Visit

NEW ENEMIES

SCANNED?	NAME
✓	Beetle
✓	Blastcap
✓	Zoomer
✓	Geemer
✓	Sap Sac

RESEARCH

GOT IT?	ENTRY NAME	NOTES
✓	Gunship	Scan Samus's ship at the Landing Site.

Just Visiting

You can't reach any of this area's goodies yet, so simply proceed through the Canyon Cavern on your way to the elevator to Chozo Ruins. Scan Samus's ship and each new enemy you encounter along the way to fill you Log Book.

TIP

Return to Samus's ship at any time to save your game and replenish both Energy and ammo.

Chozo Ruins—First Visit

NEW ENEMIES

SCANNED?	NAME
✓	Scarab
✓	Eyon
✓	War Wasp
✓	Hive
✓	Plazmite
✓	Tangle Weed
✓	Hive Mecha
✓	Ram War Wasp
✓	Plated Beetle
✓	Shriekbat
✓	Reaper Vine
✓	Stone Toad
✓	Incinerator Drone
✓	Barbed War Wasp
✓	Venom Weed
✓	Flaahgra
✓	Flaahgra Tentacle

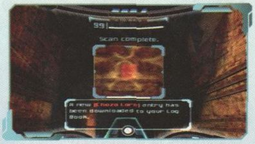
RESEARCH

GOT IT?	ENTRY NAME	NOTES
✓	Large Energy	Scan any Large Energy dropped by enemies or found in crates. Large Energies are red.
✓	Missile Door Lock	Scan any door that requires a missile to open.
✓	Locked Door	Locked Doors prevent you from leaving an area until you defeat an enemy within.
✓	Morph Ball Slot	Scan an active Morph Ball slot.

CHOZO LORE

GOT IT?	LORE NAME	ROOM
✓	Beginnings	Ruins Entrance
✓	Harmonization	Ruined Nursery
✓	Purification	Ruined Fountain
✓	Meteor Strike	Watery Hall
✓	Spreading Evil	Sun Tower
✓	Fountain	Vault

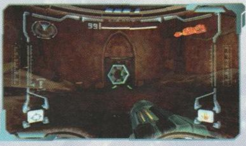
The Missile Launcher



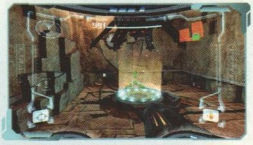
Scan complete.

A new [Chozo Lore] entry has been downloaded to your Log Book.

Look up as you enter the ruins and spy an odd rippling effect above the north door. This is a Chozo Lore; scan it to add "Beginnings" to your Log Book.

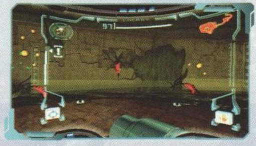


Proceed to the Main Plaza and scan the missile door on the left to add it to your Log Book. Hop up the stairs and enter the farther left door afterward.



Scan the Chozo Lore within the Ruined Nursery, then hop along its high ledges to reach a Save Station—there's a tough boss fight ahead.

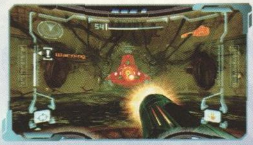
Boss Battle: Hive Mecha



Continue to the Hive Totem room and leap to its central platform to trigger a trap: Swarms of Ram War Wasps fly out from a Hive Mecha device! Remain on the platform and turn in place, firing quick Power Beam shots at the circling wasps. When a wasp stops circling you, lock on and blast it before it strikes.

TIP

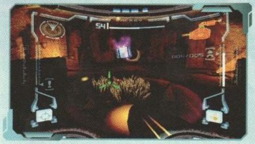
The Ram War Wasps make a unique buzzing sound when they stop circling and prepare to strike. Search for stationary targets when you hear that sound, and quickly lock on and fire.



After dispatching a full wave of wasps, lock onto the Hive Mecha and fire as many blasts as you can to inflict damage. Repeat this process until the Hive Mecha retracts, revealing the Missile Launcher. Remember to scan the Ram War Wasp and Hive Mecha before finishing the fight—you won't have another chance!

The Morph Ball

Energy Tank 1

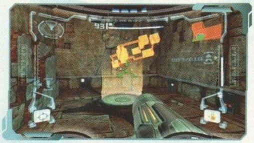


Fire a missile at the sealed door ahead, then blast it with your Power Beam to open it. Head through to acquire your first invaluable Energy Tank, which adds 100 Energy to your reserves.

NOTE

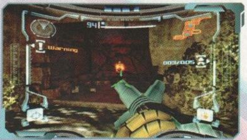
Each little square above your Energy meter represents a spare Energy Tank. When your Energy meter fully depletes, it is refilled by the next tank. It's game-over if you run out of Energy, so save often to mark your progress and fill your Energy reserves.

Map Station

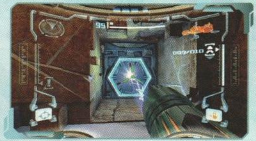


Backtrack to the Ruined Gallery and use a missile to open the missile door. Enter the Map Station beyond to acquire the complete map of the Chozo Ruins.

Missile Expansion 1

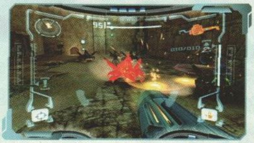


Next, fire a missile at the Ruined Gallery's weakened wall to acquire your first Missile Expansion, gaining 5 extra missiles. Use your Scan Visor to quickly detect the weakened wall.

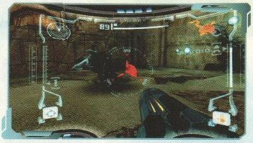


Back in the Main Plaza, use a missile to open the locked door you scanned earlier and advance to the Ruined Shrine Access.

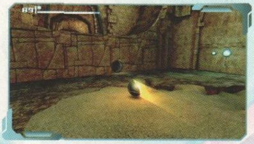
Boss Battle: Plated Beetle



First, wipe out the host of Beetles that pop up from the ground in the Ruined Shrine. Strafe about and lock on to each Beetle. Blast them apart as fast as you can.

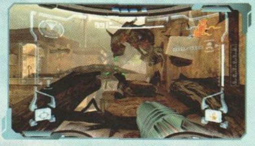


Stand your ground when the larger Plated Beetle emerges and watch it dance from side to side. Dodge the creature's charge attack with a quick dash, then unload on its exposed backside. Repeat until the Plated Beetle collapses in a messy heap.

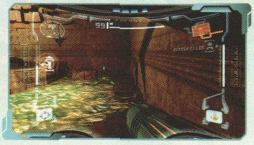


Jump up and claim your Morph Ball upgrade, then roll through the tiny opening in the nearby wall.

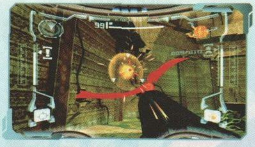
The Charge Beam



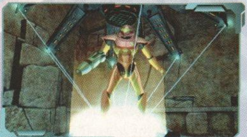
Backtrack to the Main Plaza and scale the rubble on the outside wall to reach an overhead root bridge. Cross the bridge and head through the door to reach the Ruined Fountain Access. Use your newfound Morph Ball ability to slip through the narrow spaces you encounter.



Allow the Plazmites to illuminate the Ruined Fountain for you. Circle around to the right and scan the Chozo Lore on the far wall. Ignore the first door you encounter and pass through the second.



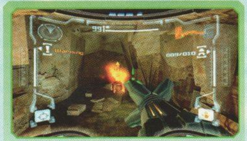
Ignore the large tree in the Arboretum and navigate the platforms instead to reach the far door at the base of the chamber. Shoot the Reaper Vines to make them retract out of your way.



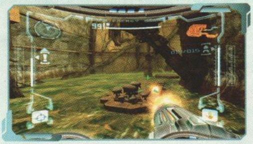
Go right as you enter the Gathering Hall room to locate a Save Station. After exiting the Save Station, cut straight across the Gathering Hall and head through the far door.

Missile Expansion 2

TIP



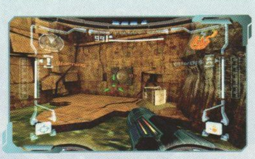
Fire a missile at the weak wall in the Watery Hall Access to acquire your second Missile Expansion.



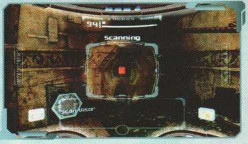
Find and scan four runic symbols in the Watery Hall to open the room's sealed door. Hop along the floating platforms and blow away some Blastcaps to reveal the first symbol, then scan it.

TIP

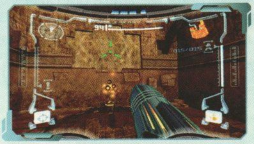
Shoot metal crates to acquire Energy and ammo pickups.



Find the second symbol on the wall at the end of the floating platforms, then double back to the entry door and leap up the raised platforms.



Stop on the second platform and turn around to face the entry door. Scan the third symbol on the wall to the right of the door.

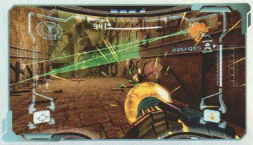


The final symbol is to the right of the sealed door. Scan it, then scan the door's central symbol to open it. Collect the Charge Beam upgrade from the alcove beyond.

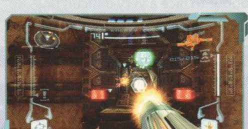
TIP

Scan the rippling wall above the Charge Beam upgrade to acquire another piece of Chozo Lore.

The Morph Ball Bomb



Hold Ⓐ to activate the Charge Beam and unleash powerful blasts to destroy the many Eyons that activate after you acquire the upgrade. Backtrack to the Gathering Hall and save at the Save Station there.

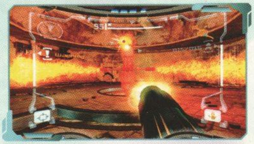


This time, scale the Gathering Hall's upper ledges to reach a higher door leading to the East Atrium. Use the Charge Beam to tractor in any pick-ups left behind by remote hostiles. Continue through the Energy Core and on to the Burn Dome.

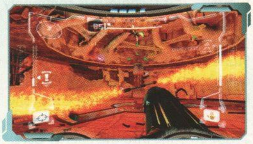
CAUTION

Don't approach the Stone Toad you encounter on your way to the Burn Dome—you haven't the means to combat it yet.

Boss Battle: Incinerator Drone



You're drawn into a boss battle upon entering the Burn Dome. Lock onto the flame-spitting device in the room's center and circle around to avoid its fiery jets. Assail the red orb that emerges from the top of the Incinerator Drone to damage it, but be ready to face a swarm of Barbed War Wasps afterward.

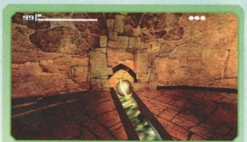


When the Incinerator Drone's flames shoot out at odd angles, back away as far as possible so the higher jet can't hit you, and jump the lower one each time it passes by. Shoot the swarming Barbed War Wasps until the red orb reemerges, then blast it some more. Repeat this until the Incinerator Drone is destroyed and the Morph Ball Bomb is yours.

Grabbin' Goodies

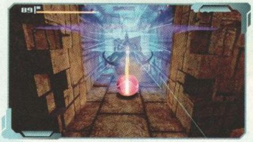
Missile Expansion 3

TIP

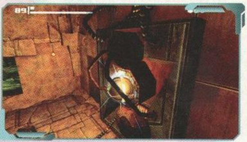


Before leaving the Burn Dome, lay a Morph Ball Bomb near the weak wall blocking a tiny hole. Roll through the passage beyond to reach your third Missile Expansion upgrade.

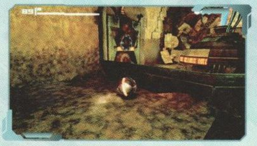
Energy Tank 2



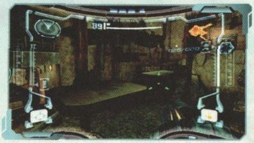
Backtrack out of the Burn Dome, detonating Morph Ball Bombs to rocket into elevated Morph Ball tunnels. (This technique is commonly referred to as a "bomb jump" in this guide.) *On your way back,* let the Stone Toad gobble you up, then quickly detonate all three of your Morph Ball Bombs to blow the Stone Toad apart from the inside, revealing a new passage into the Energy Core.



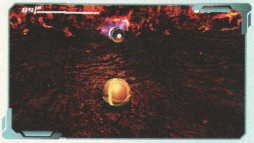
Bomb-jump into the wall switch beyond the Stone Toad, then lay another bomb to activate the switch, *draining the water in the main* section of the Energy Core. Quickly roll through the next tunnel before time runs out and the water returns.



You land in the drained chamber in plain view of another Morph Ball switch. Hurry over and lay another bomb to activate the switch, raising some platforms in the room. Quickly exit Morph Ball mode and leap up the platforms.

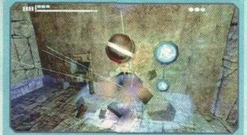


Ignore the doors and continue leaping across the raised platforms to reach a side passage within the Energy Core. Quickly activate the third Morph Ball switch you discover here to raise the final series of platforms, then backtrack out of the passage. No need to rush now; simply cross the raised platforms to reach a high door leading to the West Furnace Access.



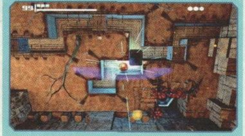
Use Morph Ball mode to reach the Furnace and collect your second Energy Tank. Then backtrack out and return to the Arboretum, resting at the Save Station along the way. You're about to face a very difficult boss, so now is a good time to track down Missile Expansions 4 through 8 and Energy Tank 3, if you like. Refer to the sidebar for details.

Missile Expansion 4—Ruined Shrine



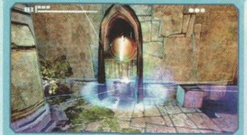
Return to the Ruined Shrine and lay a Morph Ball Bomb at the weakened wall. Roll through the tunnel beyond to acquire a Missile Expansion.

Missile Expansion 5—Ruined Nursery



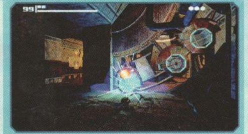
In Morph Ball mode, enter the recess in the Ruined Nursery's wall and use Morph Ball Bombs to destroy a weak block, causing an indestructible one to fall. Exit the recess and enter it from a nearby ledge. With the indestructible block out of your way, you can now roll on to claim a Missile Expansion.

Missile Expansion 6—Ruined Gallery

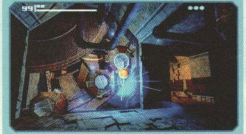


Use the Morph Ball Bomb to pop up into a small tunnel within the Ruined Gallery. Follow it along to claim a Missile Expansion.

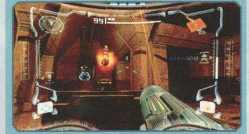
Missile Expansion 7—Vault



Return to the Hive Totem and enter the little room where you found your first Energy Tank. Roll through the tiny tunnel there and hang a right at the elevator to reach the Vault. Once there, lay a Morph Ball Bomb to clear the lock surrounding the lowest Morph Ball Slot, then roll in and release another bomb to activate the slot. Do the same to the middle slot, detonating a bomb in midair to break its lock.

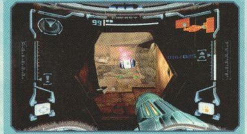


The third lock is tricky, requiring a double bomb jump. Set off a bomb, then set off another one just before the first one explodes and rockets you upward. Then quickly lay a third bomb at the height of your jump. If you time it all right, you'll be rocketed upward by the second bomb the moment you touch down, then shot even higher by the third bomb as you soar upward. This takes practice, but you must learn this skill for even trickier situations down the road.



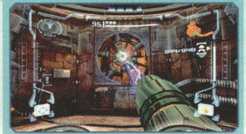
Claim the Missile Expansion from the Vault's center, then scan the rippling Chozo Lore.

Energy Tank 3—Main Plaza



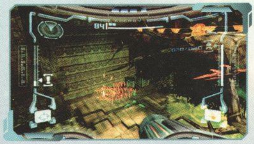
Take the Plaza Access tunnel from the Vault to quickly reach the Main Plaza and score an easy Energy Tank. This is the only way to reach this elevated goodie.

Missile Expansion 8—Dynamo

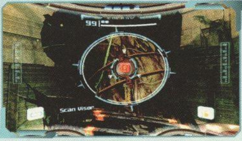


Return to the exact spot where you found the Charge Beam within the Watery Hall and use a Morph Ball Bomb to blast open a tunnel. Head through to reach the Dynamo and claim another Missile Expansion.

The Varia Suit



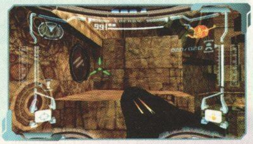
Save your progress at the Save Station near the Gathering Hall—you're about to face the boss of Chozo Ruins. Make for the Arboretum, where you must find and scan four runic symbols to open the gate at the top of the room. Blast the Venom Weed at the chamber's base to discover the first symbol, then scan it.



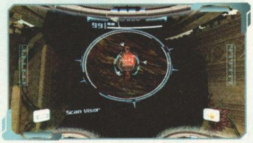
The second symbol is on the tree near the wooden bridge.

TIP

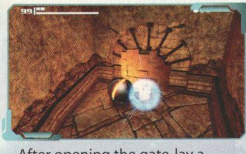
Use missiles to destroy the War Wasps' hives so they stop swarming. Take a moment to scan one first and add it to your Log Book.



The third symbol is on the wall just beyond the Morph Ball tunnel (use bombs to destroy the tunnel's blocks).



Climb up to the sealed gate and turn around to find the fourth symbol etched into the central tree.

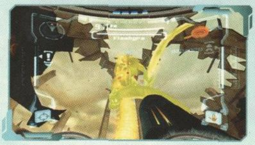


After opening the gate, lay a bomb at the weak wall beyond to reveal a tiny passage leading to the Sunchamber Access.

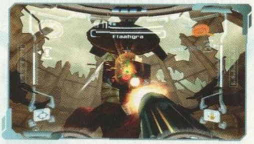
TIP

Blast the crate near the end of the Sunchamber Access to score some Energy before facing the big boss of Chozo Ruins.

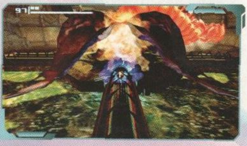
Boss Battle: Flaahgra



It is vital that you remain locked onto Flaahgra throughout this long battle. Fire rapid Power Beam blasts mixed with missiles to keep the fiend stunned (reeled back in an upright position) as you dash around it in a circle. Don't fire missiles at Flaahgra while it's stunned, however, or you'll waste precious ammo.



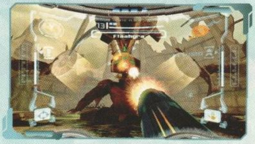
Remain locked on to Flaahgra and dash over to the reflector that's shining sunlight on it. Then quickly lock onto the red orb on the reflector's base and fire rapid Power Beam blasts or a single Charge Beam shot to knock the reflector upward, cutting off Flaahgra's sunlight.



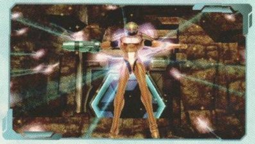
Flaahgra is weakened without sunlight, and its roots retract, exposing four tubes at the creature's base. Quickly switch to Morph Ball mode and roll into one of the tubes, then deploy a bomb at the end of the tube to wound Flaahgra.

TIP

Scan both Flaahgra and its roots to add two new entries to your Log Book. This is your only chance to get them!



Two reflectors shine on Flaahgra after you bomb it the first time, then three, then four. Keep Flaahgra stunned with missiles as you circle around to knock out each reflector or the fiend will quickly slap them back into place, forcing you to start over. Just keep moving and firing, knocking out reflectors and eventually morphing to damage Flaahgra with a bomb. Don't relent until the monster is no more.



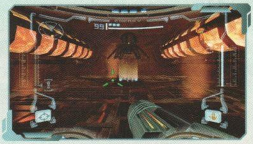
Claim the Varia suit after besting Flaahgra; the suit allows you to withstand the heat of the Magmoor Caverns. That's your next stop, so proceed through the nearby door, drop down the long shaft and make your way to the Transport to Magmoor Caverns North.

Magmoor Caverns—First Visit

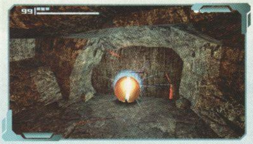
NEW ENEMIES

SCANNED?	NAME	SCANNED?	NAME
✓	Grizby	✓	Puffer
✓	Burrower	✓	Triclops
✓	Magmoor	✓	Auto Defense Turret

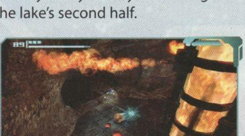
Jump in the Fire



The Varia Suit allows you to withstand the heat of Magmoor Caverns. First thing's first: swing by the nearby Save Station and mark your progress and restore your Energy.

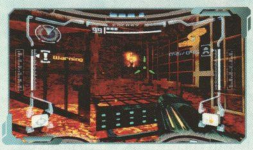


Proceed to Lava Lake, scanning enemies for combat tips as you go. Blast some crates on a ledge to reveal a weak wall (scan the wall to identify it) and lay a Morph Ball Bomb to destroy it so you may roll through to the lake's second half.

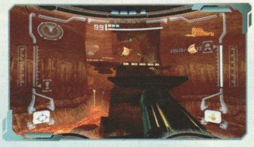


Roll under the steel floor on the lake's other half and make your way to the Triclops Pit. Feed bombs to the Triclops to defeat them.

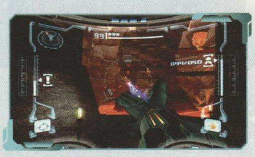
Missile Expansion 9



At the Triclops Pit, drop and travel beneath the ledge to the cave below. Roll through a pipe to travel beneath the steel floor and follow another pipe to reach a Storage Cavern with a Missile Expansion.

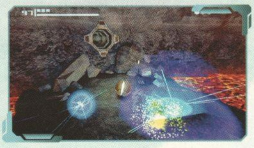


Backtrack out from beneath the steel floor and return to where you entered the Triclops Pit. Leap across the floating platforms to proceed to the Monitor Station.

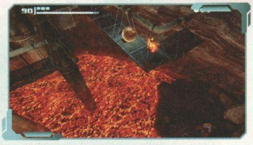


Target and destroy the Auto Defense Turrets in the Monitor Station with missiles (after scanning one, of course). Then cross the room and continue through the far door.

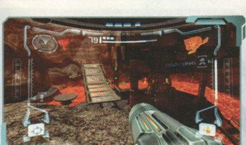
Missile Expansion 10



Navigate the tunnels that follow until you reach another open chamber called the Fiery Shores. Move to a ledge with a Triclops and defeat the creature with a Morph Ball Bomb. Then bomb-jump into the nearby pipe.

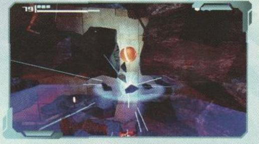


After exiting the pipe, blast some crates and roll along a narrow ledge. Follow it to the end to reach a Missile Expansion—your tenth so far. Drop to the ledge below after claiming the prize and return to the Monitor Station.



Destroy the Auto Defense Turrets again (there are four in all) so you may safely cross the Monitor Station's floating platforms and outside ledges. Leap to the center structure's broken catwalk and follow it to a bridge leading to a high door.

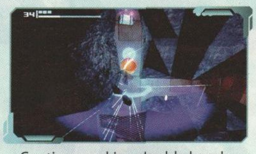
Energy Tank 4



Roll into Transport Tunnel A and drop onto the first breakable block. To score an Energy Tank, you must perform a series of dangerous double bomb jumps. Double-jump up the first block to reach the trail above, but beware: the block will shatter after two bombs, landing you in lava!

TIP

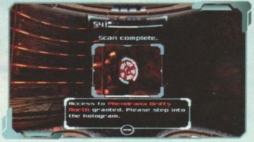
Quickly roll to safety if you fall into the lava and move below the breakable block. Bomb-jump through the block to get back up, then wait for the block to respawn before trying again.



Continue making double bomb jumps to reach higher and higher ledges. Three double jumps are required in all if you're to claim your fourth Energy Tank, which floats on high at the top of the area.

TIP

Don't kill yourself going after the Energy Tank. You're close to a Save Station and can always return for it later.



Scan complete.

Access to Phendrana Drifts North granted. Please step into the hologram.

Whether or not you claim the Energy Tank, cross through the tunnel to reach the Transport to Phendrana Drifts. Activate the elevator and ride up.

Phendrana Drifts—First Visit

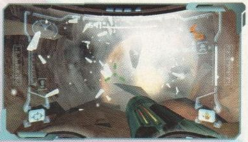
NEW ENEMIES

SCANNED?	NAME
✓	Crystallite
✓	Flickerbat
✓	Ice Beetle
✓	Scatter Bombu
✓	Baby Sheegoth
✓	Ice Burrower

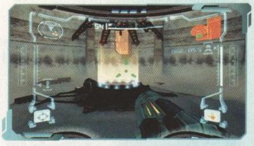
CHOZO LORE

GOT IT?	LORE NAME	ROOM
✓	Cipher	Ice Ruins West
✓	Entrusted One	Phendrana Canyon

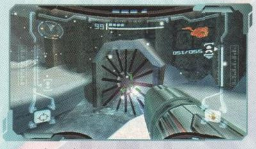
The Boost Ball



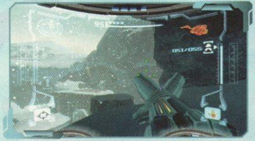
Blast the first few ice walls you encounter with missiles to destroy them as you make your way to a large outdoor area called Phendrana Shorelines.



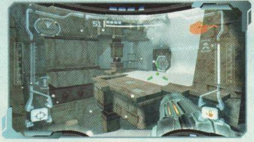
Cut straight across Phendrana Shorelines and through a door to reach a Save Station. If you didn't claim Energy Tank 4 in Magmoor Caverns due to low Energy, consider heading back now to try for it again.



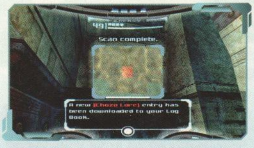
Look right as you exit the Save Station and blast a metal grate with a missile to destroy it. Scan the panel on the wall afterward to unlock an overhead door.



Leap up the ledges above the Save Station to reach the door you've just opened and visit Ice Ruins East.



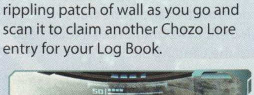
Avoid the dangerous Baby Sheegoths at Ice Ruins East by running past them and leaping onto the ledge to the right. Hop up to the top and follow the ledge steadily to the left until you reach the Plaza Walkway, which returns you to Phendrana Shorelines.



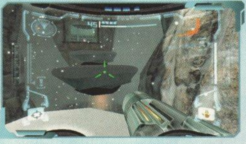
Scan complete.

A new [Chozo Lore] entry has been downloaded to your Log Book.

Remain on the high ledge over Phendrana Shorelines and continue to the door to Ice Ruins West. Dodge the Baby Sheegoths here and work your way up and around the ledges, heading for a far door. Search for a rippling patch of wall as you go and scan it to claim another Chozo Lore entry for your Log Book.

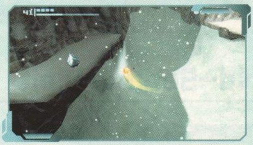


Pass through the next tunnel to reach Phendrana Canyon. Drop to the floor and then climb an icy slope on the right to find a switch on a ledge. Scan the switch to align a long line of platforms.



Quickly hop across the platforms before they collapse under your weight. Claim the Boost Ball from the far tower without incident.

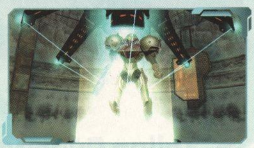
Half Pipe Action



With the Boost Ball upgrade secured, drop to the valley below and notice that it is U-shaped. (Such areas are commonly referred to as "half pipes" in this guide.) Tuck into a Morph Ball and start rolling back and forth in the pipe, holding Ⓑ to build up a Boost Ball charge and releasing Ⓑ to gain a short burst of speed. Keep boosting back and forth until you reach the ledge on the canyon's right side.

TIP

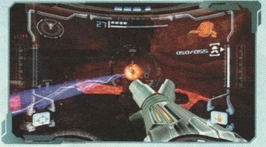
Release the Boost Ball charge just as you're about to roll up one side of a half pipe, then immediately hold Ⓑ again to build another charge as you soar upward and back down. Keep building momentum until you've gained enough height to reach the desired location.



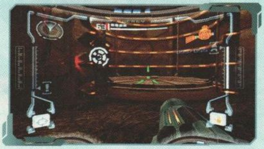
Backtrack out of the canyon, scanning another rippling wall below the entry door for another Chozo Lore entry. Retrace your steps to Phendrana Shorelines, save at the Save Station and then continue backtracking to the Transport to Magmoor Caverns West.

Magmoor Caverns—Second Visit

Passing Through



Nab Energy Tank 4 if you haven't yet on your way back to the Monitor Station. Fight your way through the Monitor Station and into the tunnel directly across the room, which leads to Fiery Shores.



Hop to a ledge with a Triclops and defeat the beast with a Morph Ball Bomb. Then bomb-jump into the wall pipe to reach the Transport to Tallon Overworld West.

Tallon Overworld—Second Visit

NEW ENEMIES

SCANNED?	NAME
✓	Bloodflower
✓	Seedling

CHOZO LORE

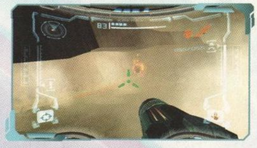
GOT IT?	LORE NAME	ROOM
✓	Prophecy of Light	Artifact Temple
✓	Contain	Artifact Temple

PIRATE DATA

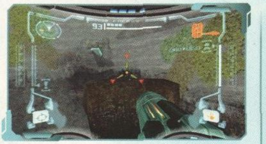
GOT IT?	DATA NAME	ROOM
✓	Artifact Site	Temple Security Station

The Space Jump Boots

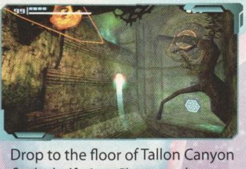
Missile Expansion 11



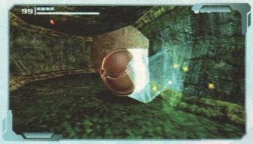
Drop off to the side of the stone bridge in Transport Tunnel B. It may look dangerous, but it's not—instead, you find a Missile Expansion.



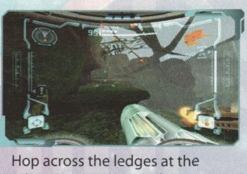
Continue to the Root Cave and hop up the roots on the opposite side of the Beetles that pop up to attack. Make several long jumps over to small ledges until you reach the door leading to Tallon Canyon.



Drop to the floor of Tallon Canyon to find a half pipe. Clear out the Beetles and Boost Ball your way up to the ledge above the pipe.



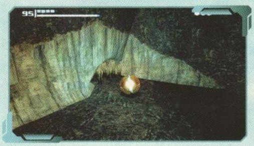
Follow the ledge around and destroy the sandstone walls with Morph Ball Bombs. Take a tube back to the Landing Site.



Hop across the ledges at the Landing Site but be careful not to fall. You eventually discover the Space Jump Boots on a high alcove. Now you can perform double jumps by pressing Ⓑ twice—perfect for clearing wide gaps and scaling vertical summits.

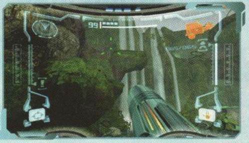
Tour of Tallon

Missile Expansion 12

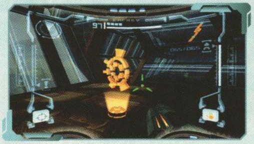


Drop down to the bottom of the Landing Site and roll through the short tunnel near Samus's ship to score a Missile Expansion. Save at the ship afterward to record your progress up to this point and reload your ammo.

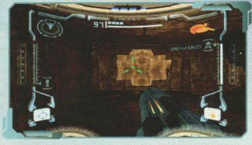
Artifact of Truth



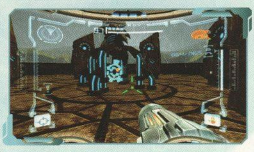
Now put your newfound Space Jump Boots to use and leap up to the top of the waterfall near Samus's ship. Follow the trail to a tunnel that leads to the Temple Hallway.



Take a moment to scan the odd symbol in the Temple Hallway for a new Pirate Data Log Book entry.



Scan two rippling walls inside the Artifact Temple that follows to score two more Chozo Lore entries.



Claim the Artifact of Truth from the Artifact Temple's tranquil clearing. This is the first of 12 Artifacts you must find to break the temple's seal and battle the great evil that plagues this land. With the Artifact tucked away, backtrack all the way to the Transport to Magmoor Caverns East.

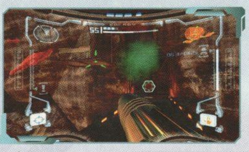
Magmoor Caverns—Third Visit

RESEARCH

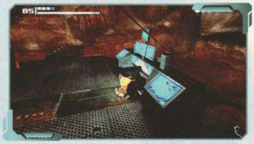
GOT IT?	DATA NAME	ROOM
✓	Spinner	Scan an active Spinner to add it to your Log Book.

Another Short Visit

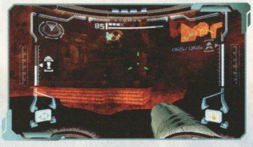
Artifact of Strength



Make your way to Monitor Station and use your newfound Space Jump Boots to reach the very top of the central structure. (You must leap up from the second floor to the third via a small platform near the door to Transport Tunnel A.)



Locate a Spinner near some computer terminals atop the structure and scan it to add the object to your Log Book. Then roll into the Spinner and use the Boost Ball technique to raise a bridge. Just keep boosting until the bridge clicks into place in the background.



Double-jump from the far end of the bridge to reach the ledge on the far wall, then follow the ledge around to the Warrior Shrine. Claim the Artifact of Strength from within the shrine, then make your way back through the Monitor Station and over to the Transport to Phendrana Drifts North, which you used to get there last time.

Phendrana Drifts—Second Visit

NEW ENEMIES

SCANNED?	NAME
✓	Pulse Bombu
✓	Ice Parasite
✓	Ice Shriekbat
✓	Sheegoth
✓	Shadow Pirate
✓	Space Pirate
✓	Sentry Drone
✓	Flying Pirate
✓	Metroid
✓	Thardus

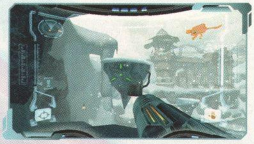
RESEARCH

GOT IT?	ENTRY NAME	NOTES
✓	Ultra Energy	Scan any Ultra Energy dropped by enemies or found in crates. Ultra Energies are yellow.
✓	Stalactite	Scan a stalactite before you shoot it down to form a bridge or platform.
✓	Tallon IV	Scan the planet Tallon IV in Phendrana Drifts' Observatory.
✓	Zebes	Scan the planet Zebes in Phendrana Drifts' Observatory.
✓	Spider Ball Track	Scan the magnetic Spider Ball Tracks once you have the Spider Ball upgrade.

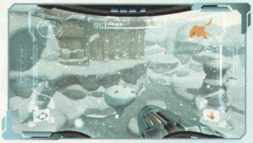
PIRATE DATA

GOT IT?	DATA NAME	ROOM	GOT IT?	DATA NAME	ROOM
✓	Mining Status	Research Lab Hydra	✓	Phazon Program	Observatory
✓	Security Breaches	Research Lab Hydra	✓	Meta Ridley	Research Lab Aether
✓	Phazon Analysis	Research Lab Hydra	✓	Metroid Forces	Research Lab Aether
✓	Parasite Larva	Research Lab Hydra	✓	Metroid Morphology	Research Lab Aether
✓	Glacial Wastes	Research Lab Hydra	✓	Phazon Infusion	Research Lab Aether
✓	Contact	Observatory	✓	Metroid Studies	Research Lab Aether

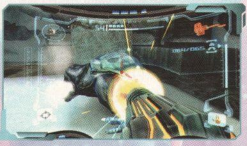
The Wave Beam



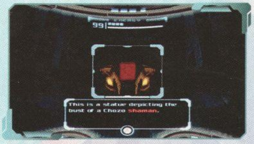
Swing by the Save Station off of Phendrana Shorelines, then double-jump your way up to the ledges above the Save Station and onto a high floating platform.



Make a huge double jump over to the next distant floating platform, and from there, leap to the high ledge near the entrance to the huge Chozo Temple. You need to achieve maximum distance on each jump to reach the temple gate.

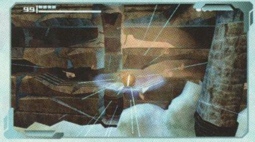


Slip past the Bombus inside the temple and dispatch a Baby Sheegoth by dashing around it and punishing its vulnerable backside. Then leap up the stone ledges that follow, scaling the temple.



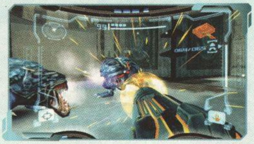
This is a statue depicting the bust of a Chozo Shaman.

Scan the statue busts in the upper hall to locate the bust of a Chozo Shaman. Destroy the bust with a missile to reveal a Morph Ball Slot. Bomb-jump into the slot, then activate it with another bomb. This opens a nearby passage.

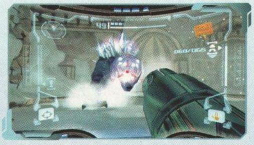


Enter the Chapel Tunnel in Morph Ball Mode, blast through the blocks in the floor, and drop down. Bomb the lower columns to clear the path above so you may continue to the Chapel of Elders, where the Wave Beam awaits.

Boss Battle: Sheegoth



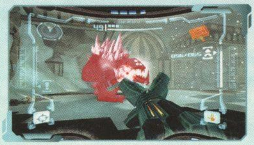
You must defeat a powerful adversary to claim the Wave Beam. Begin by dispatching the four Baby Sheegoths that emerge from the room's corners by dashing around them and assailing their vulnerable backsides with Charge Beam shots. Remain locked on and keep dashing to outmaneuver the beasts.



After all four Baby Sheegoths have been disposed of, a full-grown, adult Sheegoth smashes onto the scene. Stay calm and lock onto the boss. Dash around and avoid its attacks until it begins to spew frost breath. During this attack, the Sheegoth exposes its vulnerable gills, located on the side of its neck. Quickly lock onto the gills and fire a missile at the creature's side.

TIP

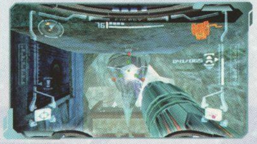
If you're having trouble spotting the gills, look for air escaping from them after the Sheegoth uses its frost breath attack. You know you've scored a hit when the boss flashes red.



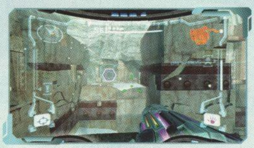
Continue circling the boss and pounding it with missiles until it collapses. (Numerous hits are required to bring the beast down.) Collect ammo and Energy from the surrounding crates if need be. Claim the Wave Beam when the fight is through.

The Super Missile

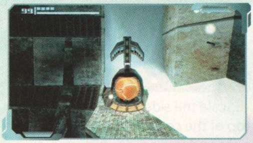
Armed with the Wave Beam, backtrack to Phendrana Shorelines, testing your new toy against those annoying Bombus (which you're now able to defeat). Mark your progress at the Save Station, then make your way to Ice Ruins West, which you've previously visited.



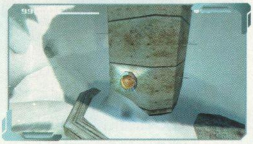
Scale the ledges to your right as you enter Ice Ruins West. Pass through a building near the top for a good view of a huge hanging stalactite. Lock on to the stalactite and fire a missile to knock it down, creating a platform. Leap onto the stalactite and then onto the stone passage above.



Hop along the high roofs and ledges to reach a Wave Beam door, which you're now able to open. Head through to reach the Ruined Courtyard.

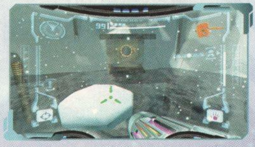


Find two Spinner devices at the base of the Ruined Courtyard and activate them both to open giant overhead aqueducts.

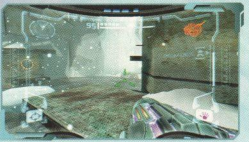


With the aqueducts opened, hop up some snowy ledges and activate a Morph Ball Slot to fill the area with water, causing several platforms to rise.

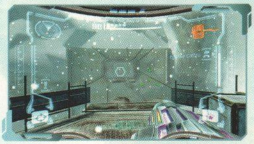
Energy Tank 5



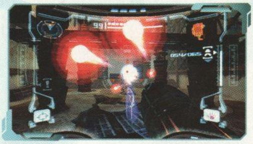
Time is short, so quickly hop along the buoyant platforms to reach a Morph Ball pipe in the far wall. Roll into the pipe to claim your fifth Energy Tank from the small room beyond.



Drop through a hole to return to the Ruined Courtyard. The water has drained; activate the lower Morph Ball Slot again to raise the buoyant platforms, then quickly leap across them and onto the fixed platform that wraps around the central structure.



Scale the side ledges to reach the top of the central structure, then turn right and make a double jump over to a far door. Head through to mark your progress and refill your Energy at a new Save Station.



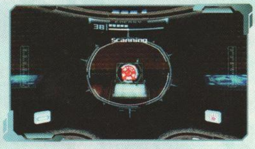
Leap back over to the central structure. Leap to the distant Wave Beam door this time and pass through to reach the Research Entrance. Use missiles and charged blasts to quickly defeat the hostiles within.

Map Station

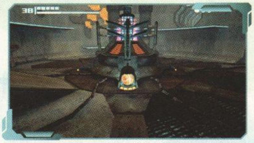
Proceed to the bottom floor and locate a Map Station. Acquire the map of Phendrana Drifts and then continue onward, heading for Research Lab Hydra.

TIP

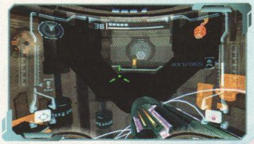
Scan the many computers within the next few Space Pirate labs to fill your Log Book with Pirate Data entries. Check off each one in the previous tables to ensure you find them all.



Fight your way to the Observatory, where you must dispatch five more Space Pirates to cause a switch to appear at the bottom of the room. Scan the switch, then activate the two Morph Ball Slots that appear in turn.



Next, activate the four Spinners at the base of the Observatory's central projector. This causes a stunning hologram of the solar system to appear. Scan two of the planets to acquire two new Research entries for your Log Book, then scale the outer platforms.

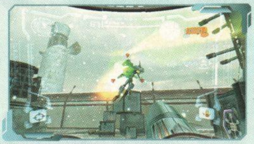


Claim the Super Missile from the high central platform. Now you can fire five missiles at once in a single, devastating volley! Hop into the nearby Save Station before advancing to the West Tower and on to the Control Tower above.

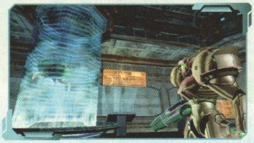
TIP

To fire a Super Missile, charge up the Power Beam and then press ✚. Each Super Missile costs five regular missiles to launch, so use Super Missiles wisely.

The Thermal Visor



Obliterate the dangerous Flying Pirates at the Control Tower with a few missiles or charged beam shots. Destroy crates afterward for pick-ups, then head down the East Tower to reach Research Lab Aether.

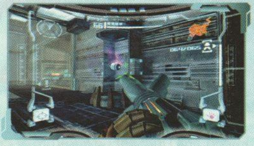


Dispatch the vicious little Metroid that attacks you in the lab with your charged beam shots. If the creature latches on to you, tuck into a Morph Ball and lay a bomb to dislodge it. Wipe out a Space Pirate that smashes through a window, then jump through the window and head down to the floor below.

TIP

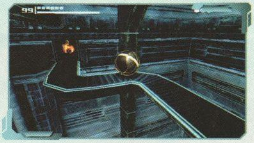
Don't forget to scan those computers for Pirate Data!

Energy Tank 6

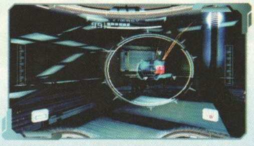


Scan the containers in Research Lab Aether to find one that seems weak, then blast it with a missile to obtain an Energy Tank.

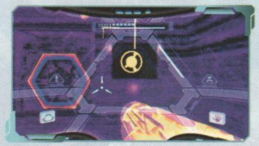
Missile Expansion 13



Jump onto the small ledge above Research Lab Aether's stairs, then carefully roll along the narrow ledge to locate a new Missile Expansion.

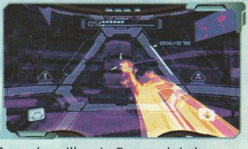


Proceed to Research Core after you've fully looted Research Lab Aether. Activate three switches within Research Core to gain access to the Thermal Visor.



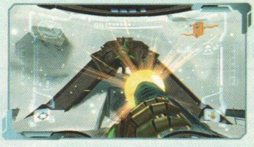
Immediately equip the Thermal Visor and use it to track the enemies that ambush you when the lights go out. Afterward, scan the walls for a glowing power conduit, and blast the object with the Wave Beam to restore power to the room's door. Head through the door and make your way back to Research Lab Hydra.

Missile Expansion 14



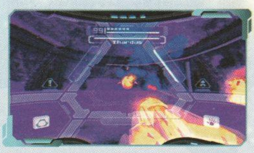
Scan the pillars in Research Lab Hydra to locate a weakened Cordite pillar. Blast this pillar with a Super Missile (charge the Power Beam and press ✚ to fire) to reveal a Missile Expansion.

The Spider Ball

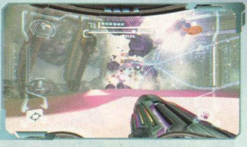


Return to the Ruined Courtyard and save at the Save Station. Exit the Save Station and leap across the area, heading to the far door. Blast the metal adornment above the door with a Super Missile, then view the wall with the Thermal Visor to discover a glowing power conduit. Hit the conduit with the Wave Beam to open the door. Head through the halls that follow to reach a showdown with a big, bad boss.

Boss Battle: Thardus



The fight against Thardus is quite lengthy, but not all that difficult. Begin by viewing the boss with the Thermal Visor to locate its glowing weak spot. Lock on and unload on the weak spot to destroy the stone covering. You're blinded once the stone covering is destroyed; tap ⊖ to quickly switch back to your standard Combat Visor.

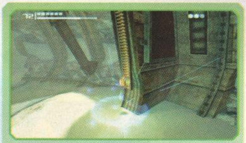


The uncovered weak spot appears as a chunk of blue Phazon. Lock on and pound it with powerful attacks to destroy the weak spot and damage Thardus. Repeat this process for six more weak spots (there are seven in total) to defeat Thardus.

TIP

Use quick dashes and double jumps to avoid Thardus's attacks. Target and destroy the ice boulders Thardus periodically summons and hurls at you to acquire Energy and ammo pick-ups.

TIP

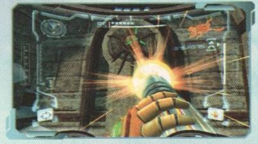


Claim the Spider Ball upgrade after Thardus falls, then use it to backtrack out of the area. Simply roll to the Spider Ball Track that's within reach (scan the track for a Log Book entry), then press and hold Z to grab the track and roll upward against gravity.

TIP

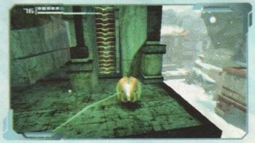
You can jump to higher Spider Ball Tracks by laying a Morph Ball Bomb and keeping Z depressed. Release Z and quickly reengage to drop and grab onto lower sections of track.

Missile Expansion 15

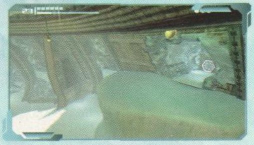


Backtrack to Phendrana Shorelines, save your progress and then leap up to the ledges above the Save Station. Jump across the high floating platforms again to reach the temple, then blast the ornate metal design on the temple's outside wall with a Super Missile. Scan the panel you discover to reveal a Spider Ball Track running up the nearby column and follow it up to a Missile Expansion.

Missile Expansion 16



Head for Ice Ruins East next and leap atop the buildings. Stop on one of the stone buildings and look for a hidden Spider Ball Track running upward. Follow the track to discover another Missile Expansion.



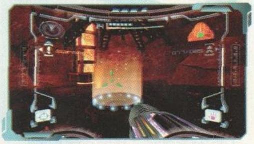
That's all you can do here at Phendrana Drifts for now. Return to the Quarantine Cave where you battled Thardus and use the Spider Ball Tracks to reach its other door. Head through and proceed to the Transport to Magmoor Caverns South.

Magmoor Caverns—Fourth Visit

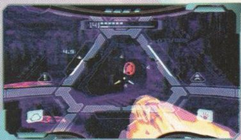
NEW ENEMIES

SCANNEd?	NAME
✓	Puddle Spore

Returning to the Ruins

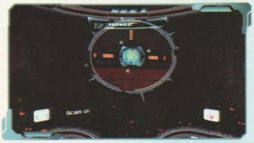


When you arrive at Magmoor Caverns, mark your progress at the Save Station right next to the transport. Then proceed to Magmoor Workstation and pick off the Flying Pirates from the safety of the entry tunnel.

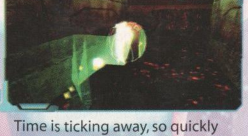


Drop to the bottom of the Magmoor Workstation and use the Thermal Visor to locate three power conduits on the walls. Blast each one with the Wave Beam to restore power to the room, cool some lava, and open a small door.

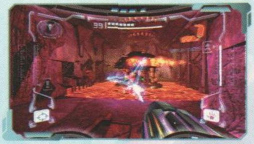
Energy Tank 7



Roll under the caged floor and bomb all Triclopses to get them out of the way. Then roll into the room at the end of the channel and scan the screen on the wall to cool another patch of lava.



Time is ticking away, so quickly roll back out and through the new channel before the lava heats up again. Scan the screen on the wall in the second room to cool yet more lava, then quickly head down the newly accessible channel to reach a third room, where you find an Energy Tank.



Proceed to South Cave Tunnel and blast a Puddle Spore when its "mouth" opens to create a temporary platform across the lava. Cross over and head to Geothermal Core, and then keep moving forward through Twin Fires. Keep moving until you reach the Transport to Tallon Overworld West or Chozo Ruins North (*Chozo Ruins is your ultimate destination*).

Chozo Ruins—Second Visit

NEW ENEMIES

SCANNED?	NAME
✓	Plated Puffer
✓	Oculus
✓	Chozo Ghost

CHOZO LORE

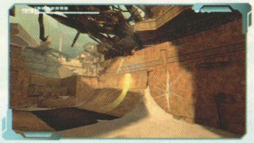
GOT IT?	LORE NAME	ROOM
✓	Cradle	Crossway
✓	Infestation	Crossway
✓	Worm	Crossway
✓	Shapeless	Hall of the Elders

RESEARCH

GOT IT?	ENTRY NAME	NOTES
✓	Locked Door	Locked Doors prevent you from leaving an area until you defeat an enemy within. Scan the entrance to the Hall of the Elders in Chozo Ruins to record this Log Entry if you haven't already.
✓	Missile Station	Scan a Missile Station before you reload your Missile Launcher.

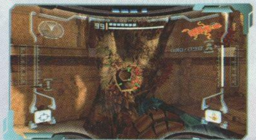
The Wavebuster

Missile Expansion 17



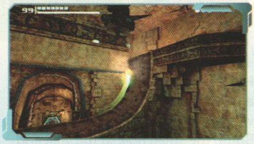
Your newfound abilities allow you to claim several new goodies back at Chozo Ruins. First, head to the Main Plaza and use the Boost Ball technique to soar up the half pipe there. Claim a Missile Expansion from beneath the overhead root bridge.

Missile Expansion 18

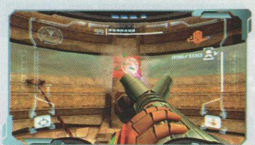


Now climb to the top of the root bridge and look off to the side to locate a small awning over the door to the Ruined Shrine. Jump onto the awning, then turn around and look at the Main Plaza's huge tree. Strike the tree's knot with a Super Missile to reveal another Missile Expansion (double-jump from the awning to reach it).

Missile Expansion 19



Visit the Ruined Shrine and boost up the room's half pipe. Claim another Missile Expansion from a high nook, then boost to the other end of the half pipe and follow a Spider Ball Track to reach a high door leading toward the Tower of Light.



At the Tower of Light, scan the outer wall for weakened supports and fire three missiles to destroy each one. Avoid hitting the Plated Puffers that crawl along these supports—you'll only waste ammo.

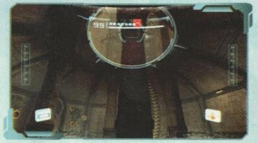
The tower drops a few feet each time you destroy a ring of supports, allowing you to advance upward by leaping onto platforms that fall within reach. Keep blasting supports and scaling the tower until you reach the Wavebuster upgrade at the top of the room.

NOTE

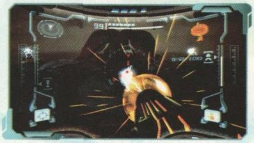
The Wavebuster spends missiles to fire a steady beam of electrical energy. To use it, simply charge your Wave Beam, then press and hold ✚ to fire.

Grabbing Goodies

Artifact of Wild



Visit the Sun Tower next, where you must scan four symbols to gain access to a Spider Ball Track. Don the Scan Visor and scour the tops of the room's pillars to locate two of the symbols. Fire Super Missiles to destroy the metal decorations on the walls to discover the other two. Scan all four symbols, then ride up the Spider Ball Track.

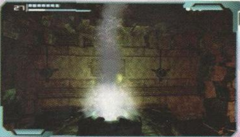


Take the Sun Tower's upper hall back to the Sunchamber where you battled Flaahgra. Keep moving and use the Power Beam to defeat the Chozo Ghosts that ambush you in the Sunchamber, and then claim the Artifact of Wild from Flaahgra's remains in center of the room.

TIP

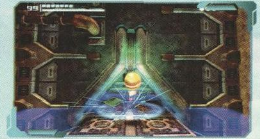
The ghosts are resilient; use Charge Beam shots to inflict greater damage and interrupt their attacks.

Missile Expansion 20



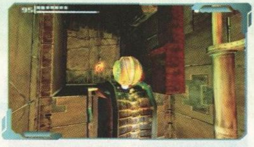
Continue to the Arboretum and then back to the Ruined Fountain. Hop into the fountain (with Flaahgra destroyed, the waters are no longer toxic) and enter Morph Ball mode to be propelled to the ceiling. Hold Z to grab the overhead Spider Ball Track and follow it to a Missile Expansion.

Missile Expansion 21



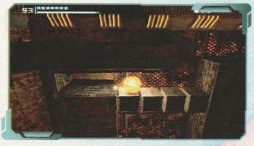
Move to the Gathering Hall and climb to the top. Jump to the ledge above the door leading to Energy Core and drop a Morph Ball Bomb to blow away a metal crate. Nab the Missile Expansion you discover afterward.

Missile Expansion 22

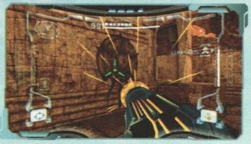


Head for the Watery Hall and leap around the chamber to the ledge where you found the Charge Beam. Bomb the small hole in the wall and roll through the tiny tunnel beyond to reach the Dynamo. Take the Spider Ball Track to claim another Missile Expansion.

The Ice Beam

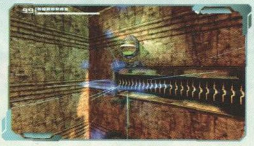


Make for the Furnace next, where you discovered your second Energy Tank. Scale the Spider Ball Track to enter a tunnel network and boost across the vanishing blocks to cross them without falling.

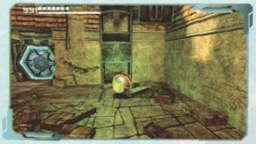


You can't do anything in the Furnace just yet, so head into the tunnel to the left to reach the Crossway. Cut across the half pipe and destroy the Cordite decoration on the far wall with a Super Missile, then scan the panel you discover on the wall afterward to reveal a Spider Ball Track above the half pipe.

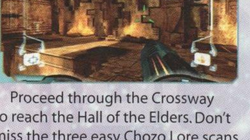
Missile Expansion 23



Boost from the half pipe to reach the Spider Ball Track. Follow the rail to a Morph Ball Slot and activate it to make a second track appear. Use the half pipe again to reach the second Spider Ball Track and activate another Morph Ball Slot.

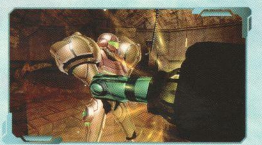


Quickly drop to the ground floor after triggering the second Morph Ball Slot and enter the shaft that has opened. The shaft lifts you up to a Missile Expansion above the room.



Proceed through the Crossway to reach the Hall of the Elders. Don't miss the three easy Chozo Lore scans in Crossway as you move through.

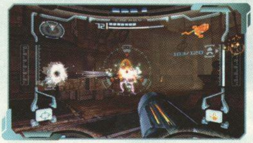
Missile Station



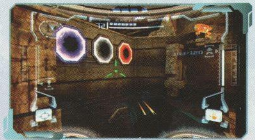
If you're low on missiles when you reach the Hall of the Elders, head through the small tunnel to the left to reach a Missile Station where you can fully restock your ammo.

TIP

Scan the Missile Station before you use it to record a new Research entry for your Log Book.



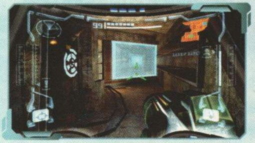
Now drop to the Hall of the Elders' ground floor and use your Power Beam to defeat a troublesome Chozo Ghost. Afterward, leap onto the hands of the room's statue and tuck into a Morph Ball to make the statue hurl you like a bowling ball. Hold Z to latch onto a Spider Ball Track as you soar through the air and roll along to find three colored Morph Ball Slots.



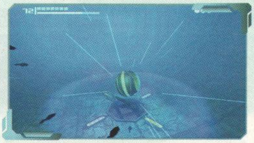
The colored Morph Ball Slots are used to alter where the statue will throw you. Blast the purple slot with your Wave Beam, then ball up and activate it. Return to the statue's hands to be tossed up to a high ledge.

TIP

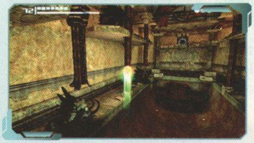
Don't miss the Hall of the Elder's Chozo Lore. Find that rippling wall and scan it to pad your Log Book.



Follow the ledge to a small room and use the switch you find there to deactivate a nearby force field. Now you can navigate the Hall of the Elders more easily.

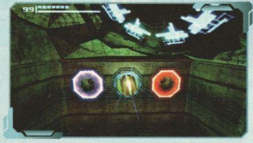


Proceed through the nearby door to reach the Reflecting Pool. Roll into the water and drop a bomb in the basin to drain the pool, revealing a half pipe.

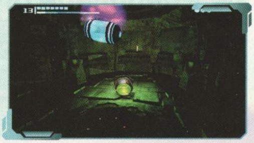


Boost up the pipe to the top ledges, quickly detonating bombs inside of any Stone Toads that suck you up as a snack. Proceed to the Antechamber to at last discover the Ice Beam—a powerful and versatile new arm cannon.

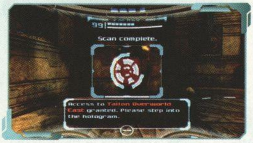
Energy Tank 8



Pop into the nearby Save Station after claiming the Ice Beam. Then backtrack to the Hall of the Elders. Use the Power Beam to lay the Chozo Ghosts to rest and then leap up and around, and use the Ice Beam to help you activate the white Morph Ball Slot.



Allow the statue to toss you yet again to reach a room with an Energy Tank—the last goodie you can claim from Chozo Ruins at the moment.



Scan complete.

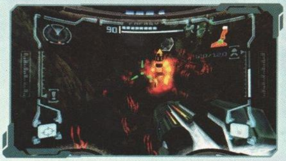
Access to Tallon Overworld East granted. Please step into the hologram.

You're ready to head back to Phendrana Drifts. Take the Transport to Tallon Overworld East so you can nab a little goodie along the way....

Tallon Overworld—Third Visit

Quick Trip

Missile Expansion 24



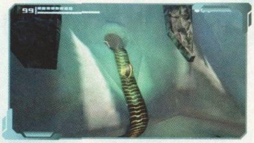
Nothing fancy about this one, just claim the Missile Expansion as you roll through the Overgrown Canyon en route to the Landing Site. Save at Samus's ship, then proceed to Magmoor Caverns. Take the Transport to Phendrana Drifts South when you get to Magmoor to continue on with your mission.

Phendrana Drifts—Third Visit

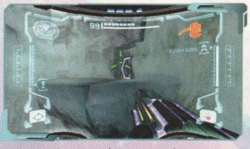
NEW ENEMIES

SCANNED?	NAME	SCANNED?	NAME
✓	Hunter Metroid	✓	Jelzap
✓	Glider	✓	Aqua Reaper

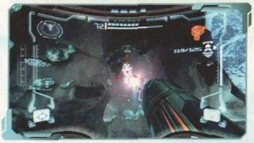
The Gravity Suit



When you at last arrive in Phendrana Drifts, roll up the Spider Ball Track in Transport to Magmoor Caverns South to reach Transport Access. Continue along to Frozen Pike.



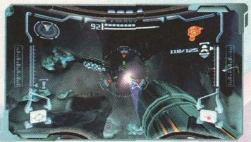
Drop and enter the second Wave Beam door from the bottom of Frozen Pike. (You can't reach the lowest door just yet.) This brings you to the Frost Cave.



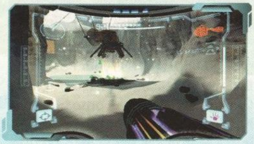
Eliminate the Hunter Metroids in the Frost Cave with a blast from the Ice Beam to freeze them followed by a missile to shatter them.

TIP

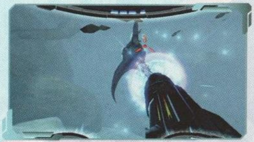
Use missiles to shatter enemies you freeze with the Ice Beam and make short work of them.



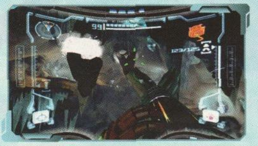
Lock on to two hanging stalactites within the Frost Cave and knock them both down with missiles. Scan one of the stalactites before knocking it down for a Research entry, if you haven't done so already.



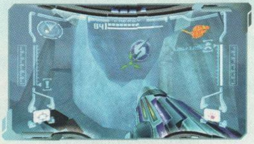
Cross the fallen stalactites to reach Save Station C and Upper Edge Tunnel. Head through Upper Edge Tunnel after saving your game to reach Phendrana's Edge.



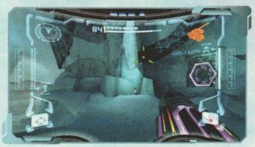
Drop into the water at Phendrana's Edge and proceed through the underwater door to reach the Hunter Cave. Keep a beam weapon charged at all times so you can quickly dispatch any Jelzap that opens up to suck you in.



Stay on the ledge as you enter the Hunter Cave and fire missiles at three more stalactites to form steps across the water. Hop across to reach the door on the right and head toward the Gravity Chamber.



Pass by the Gravity Chamber's first group of Aqua Reapers and jump up the stairs beyond them. Pass through the narrow hall that follows to find a second group of Aqua Reapers. Work past them to find a small ledge where the Gravity Suit sits tucked inside a wall.



The Gravity Suit cuts through the murk and lets you move about in water as if you were walking on dry land. Put the suit to use and jump out of the water to the dry room above. Head through the upper door, moving back to the Hunter Cave. Stay on the ledge to reach the door just to the right.

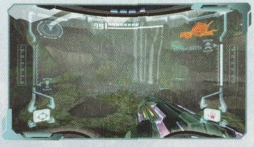
Climb back up Frozen Pike and make your way back to Transport to Magmoor Caverns South. From there, take the nearest transport back to Tallon Overworld, and head back to Samus's ship at the Landing Site.

Tallon Overworld—Fourth Visit

NEW ENEMIES

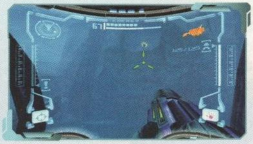
SCANNED?	NAME	SCANNED?	NAME
✓	Tallon Crab	✓	Aqua Drone
✓	Aqua Pirate	✓	Aqua Sac

Passage to Phazon Mines

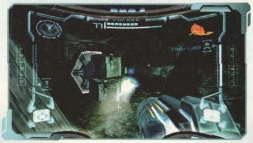


After saving at Samus's ship, look around the Landing Site and spot a small pond. To its left is a passage that leads to the crash site where the Space Pirate Frigate landed after falling from orbit. You must brave the crashed frigate to reach the Phazon Mines.

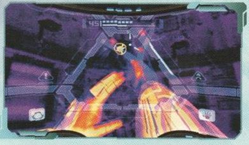
Missile Expansion 25



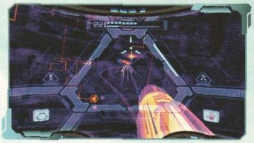
At the Frigate Crash Site, dive into the water and climb onto the roots near the pond's center. Look to your left and spy a small alcove that sports a Missile Expansion. Double-jump from the roots to reach the alcove and the prize.



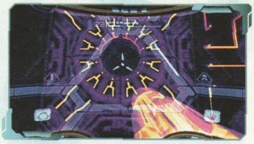
Make your way back up to dry land and enter the fallen Space Pirate Frigate, most of which lies submerged. Good thing you've got the Gravity Suit.



Follow the hall to reach Main Ventilation Shaft Section C. Take out the turrets, then use your Thermal Visor to detect a glowing power conduit above the door. Zap the conduit with your Wave Beam to restore power to the door and open it.

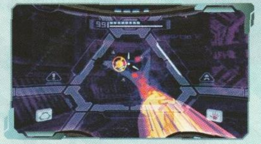


Pass through the next hall to arrive at the frigate's Reactor Core. Drop to the very bottom and eliminate the Aqua Pirates. Detect three power conduits with your Thermal Visor and jolt each one with the Wave Beam to send power flowing toward the next door above.

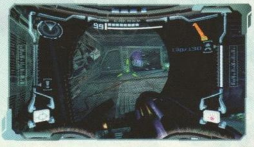


Follow the energy lines to quickly locate the door they're powering, then zap a fourth and final power conduit on the wall near the door to open the way forward.

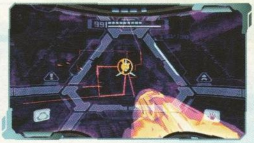
Energy Tank 9



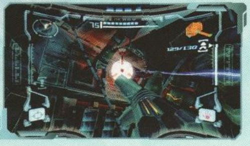
Proceed to Reactor Access and take a breather at the nearby Save Station. Afterward, zap two power conduits on the room's walls to access the Cargo Freight Lift to Deck Gamma.



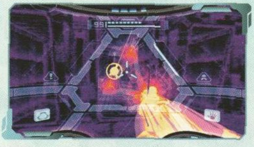
Unfortunately, the lift is smashed and inoperable. Blast the lift's door with your Charge Beam and look inside to find your ninth Energy Tank.



Scan the area with the Thermal Visor to locate three glowing power conduits as you make your way up the shattered lift tunnel (the first conduit is right at the bottom). Blast the Aqua Reapers out of your way before jumping to each ledge. Keep climbing until you reach the door that the conduits are powering.

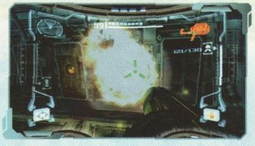


Proceed to Biohazard Containment and destroy a pair of defense turrets. Look around for two power conduits on this level of the room and light up each one with the Wave Beam.

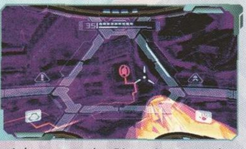


Drop to the bottom floor and combat a pair of troublesome Aqua Drones with the Wave Beam. Activate a third power conduit in the containment chambers along the side.

Missile Expansion 26

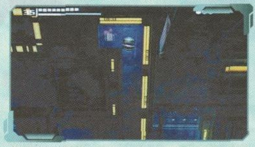


After zapping Biohazard Containment's third conduit, scan the closed chambers to detect a weakened one that can be destroyed with a Super Missile. A Missile Expansion is your reward.



Advance to the Biotech Research Area. Eliminate the Aqua Pirates and locate three conduits in the room with the Thermal Visor. Jolt them all to open the way forward.

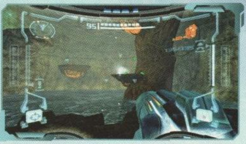
Energy Tank 10



Drop to the bottom of the Connection Elevator to Deck Beta and roll into the Hydro Access Tunnel. Bomb-jump over the first obstacle, then pause for a moment after you land. Perform a double bomb jump to scale a tall shaft and reach a milestone Energy Tank—your tenth.

TIP

Remember: To perform a double bomb jump, first drop one bomb, followed by a second just before the first one explodes and launches you upward. Drop a third bomb near the height of your initial jump, and if you've timed it all right, you'll be launched upward twice in a row by your second and third bombs, soaring to twice the height of a single bomb jump.



Continue through the passage after claiming the Energy Tanks and on to Great Tree Hall. Scale the giant roots and open the Ice Door above with your Ice Beam to reach the Transport to Phazon Mines East.

Phazon Mines—First Visit

NEW ENEMIES

SCANNED?	NAME
✓	Mega Turret
✓	Wave Trooper
✓	Power Trooper
✓	Elite Pirate
✓	Ice Trooper

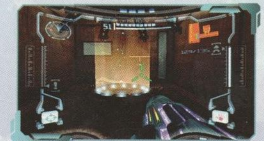
RESEARCH

GOT IT?	ENTRY NAME	NOTES
✓	Power Bomb Ammo	—
✓	Grapple Point	—

PIRATE DATA

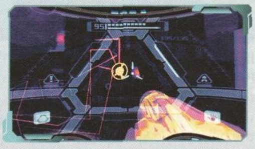
GOT IT?	DATA NAME	ROOM
✓	Elite Pirates	Elite Research
✓	The Hunter	Elite Control
✓	Hunter Weapons	Elite Control
✓	The Key	Elite Control
✓	Chozo Studies	Elite Control
✓	Gate Systems	Elite Control
✓	Chozo Ghosts	Elite Control
✓	Impact Crater	Elite Control
✓	Artifacts	Elite Control
✓	Omega Pirate	Omega Research

The Power Bomb

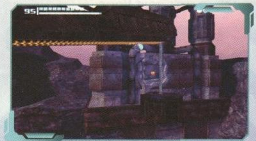


Advance to the Main Quarry and carefully dispatch the gang of Space Pirates before recording your progress at Save Station Mines A.

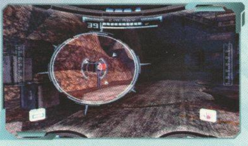
Missile Expansion 27



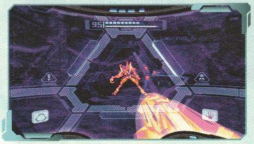
Launch missiles at the powerful Mega Turrets stationed near a wide force field (scan one for a new Log Book entry), then ignore the force field and climb to the top of the central structure, where a giant crane is found. Use the Thermal Visor to find a power conduit at the base of the crane, then zap it with the Wave Beam and enter the control booth.



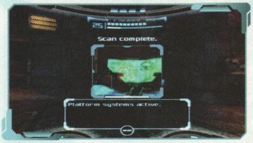
Activate the control panel inside the booth to realign the crane, then go to the crane's base and use the Morph Ball and Spider Ball to cross over and reach a Missile Expansion on a small ledge.



Now drop back down to the force field and activate two nearby control panels to drop the barrier and open the way to Security Access A.



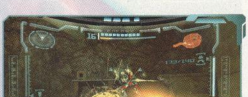
Continue to the Mine Security Station and slap on the Thermal Visor to detect and defeat a number of Shadow Pirates. Follow the hall and go up the ramp to the room's top floor, where you must use the Wave Beam to dispatch a new enemy called a Wave Trooper. (No other weapon will work.)



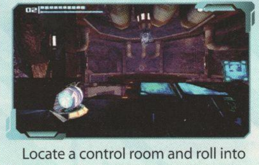
Scan complete.

Platform systems active.

Proceed through the Ice Beam door to reach Elite Research. Scan one of the computer terminals to gain a new Pirate Data entry for your Log Book. Scan another terminal to align several platforms that lead up to the room's next floor.

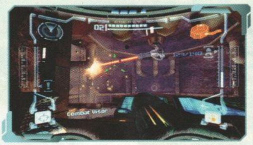


Defeat the purple Wave Troopers and yellow Power Troopers on Elite Research's second level, using the appropriate beam weapon for each foe (the Wave and Power Beams, respectively). Activate another switch afterward to gain access to the room's top floor.

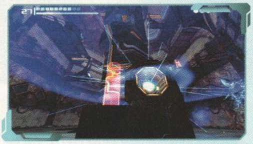


Locate a control room and roll into the Morph Ball Spinner. Boost in place to rotate the chamber's huge mining laser, pointing it at the wall directly across from the control room. Exit the spinner and scan the nearby control panel to fire the laser, blasting through the wall and revealing the exit.

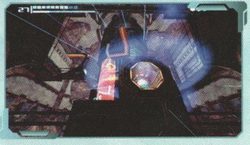
Missile Expansion 28



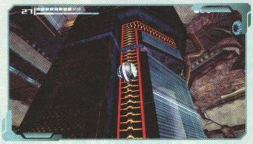
Before leaving the room, spin the laser around to the middle wall on the left and blast it to reveal a Missile Expansion. Leap over and claim the prize, then proceed through the door you uncovered with the laser.



Advance to Ore Processing and find a control panel on the bottom floor. Bomb-jump into the Morph Ball Slot and set off a single bomb to rotate the pillar, aligning it with the first overhead balcony. Roll up the pillar's blue Spider Ball Track afterward to reach the balcony and another Morph Ball Slot.

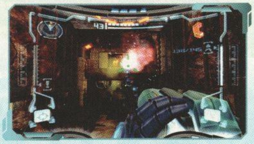


Enter the second Morph Ball Slot and drop two bombs to spin the pillar some more, aligning a red Spider Ball Track with a higher balcony.

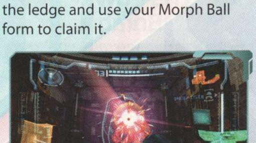


Drop down and return to the first Morph Ball Slot, detonating three bombs to rotate the pillar three more times. Roll up the aligned red Spider Ball Track afterward to reach a door that leads to Elevator A.

Missile Expansion 29



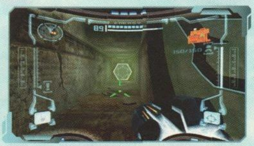
Ride Elevator A down to Phazon Mines Level Two. In Elite Control Access Hallway, blast an explosive crate near a vent that is spewing gas to destroy it and expose a hidden Missile Expansion—double-jump to the ledge and use your Morph Ball form to claim it.



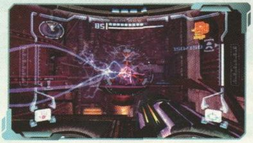
Proceed to Elite Control, where a monstrous Elite Pirate attacks. Keep your distance and double-jump to dodge the creature's wave attacks. Pound its face with Charge Beam blasts until the brute finally falls.

TIP

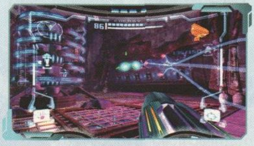
Scan every computer you see in Elite Control—there are multiple Pirate Data entries to acquire.



Head up to the next floor and defeat the white-armored Ice Trooper with your Ice Beam. Maneuver through the door at the top of Elite Control afterward to reach the Ventilation Shaft—hurry through to avoid taking excessive damage from the room's fumes.



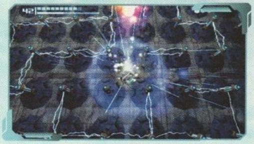
You eventually come to Omega Research. Use the proper beam weaponry to eliminate the varied enemy troopers. Acquire another Pirate Data entry here (your last during this trip), then jump down and continue onward to reach the Central Dynamo.



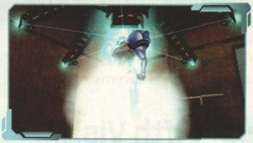
A cloaked Sentry Drone assaults you in the Central Dynamo, and you're unable to lock onto this pest. Use manual aiming instead, blasting away at the drone's lights with the Wave Beam each time they flash and give away its position.

NOTE

There's no way to scan the cloaked Sentry Drone, so don't bother trying.

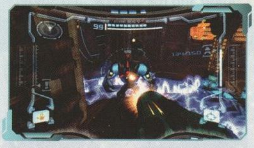


A floor panel opens after you defeat the cloaked Sentry Drone. Roll into the hole and navigate a brief maze of electrical currents. Roll past the flickering currents when they shut off for a moment, and detonate bombs near patches of volatile liquid to clear safe passage toward the Power Bomb upgrade at the room's center.



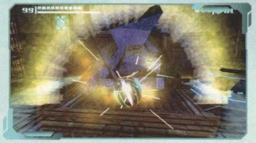
You're automatically removed from the maze after obtaining the Power Bomb. Make a quick stop at Save Station Mines B to rest up and refill your Energy before starting after your next upgrade.

The Grapple Beam



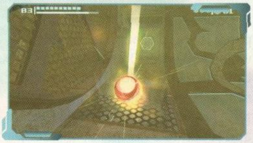
Scale the platforms in Central Dynamo to return to the door that leads back out to Omega Research. You must drop another towering Elite Pirate on your way back through—remember to leap its wave attacks and stuff its face full of Charge Beam shots.

Map Station

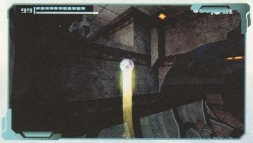


Leap to the top of the room and use a Power Bomb to obliterate some rubble that blocks the door to Phazon Mines's Map Station. Simply press ✚ in Morph Ball mode to deploy a Power Bomb (provided you have the ammo—defeat enemy and smash containers for ammo pick-ups if you don't).

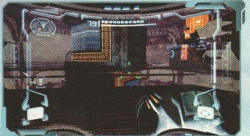
Energy Tank 11



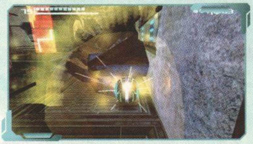
After acquiring the map, return to the Ventilation Shaft and quickly set off another Power Bomb in front of the nearest fan as you enter the room. This opens a passage; drop in and roll under the fan, then activate a switch to turn it on. The toxic fumes are cleared and you're able to claim another Energy Tank.



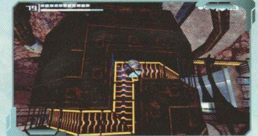
Use your Boost Ball technique to reach the Ventilation Shaft's high door and head through to move toward Elite Control. Use your Thermal Visor to detect Shadow Pirates on your way back to Elevator A.



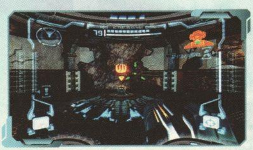
Return to the first floor of Phazon Mines and reenter Ore Processing. Use the Ice Beam followed by a missile to dispatch any pesky Metroids that get in your way.



Double-jump over to the control panel found on the same floor in which you enter Ore Processing. Unleash a Power Bomb to clear the rubble away from the control panel, then hop into the Morph Ball Slot and set off two normal bombs to spin the central pillar twice.



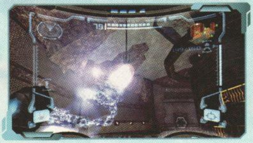
Drop to the balcony below and set off three bombs in Ore Processing's middle Morph Ball Slot to turn the pillar some more. Finally, drop to the bottom slot and set off a single bomb to complete the yellow Morph Ball Track's alignment. Roll up the pillar, following the yellow track to the very top of the room.



Enter the door at the top of Ore Processing to claim the Grapple Beam. Now you can swing along Grapple Points to cross wide gaps and bottomless caverns.

TIP

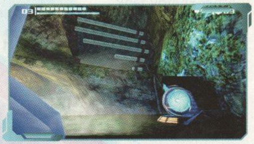
Now that you have the Grapple Beam, scan any Grapple Point to add a Research entry to your Log Book.



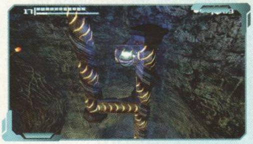
Exit the room after claiming the Grapple Beam and use your new toy to swing across Ore Processing's top floor. Just look at the overhead Grapple Point and hold Z to latch on and swing, releasing Z to let go and land. Head through the far door to return to the Main Quarry, then access the Transport to Tallon Overworld South.

Tallon Overworld—Fifth Visit

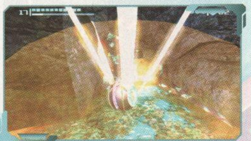
The X-Ray Visor



Leaving Phazon Mines, you arrive back in Tallon Overworld's Great Tree Hall. Jump up the platforms to find a Spinner device next to a metal gate. Use the Spinner to open the gate and continue leaping upward.

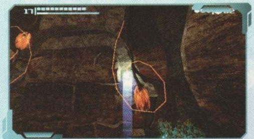


Jump and roll up a twisted Spider Ball Track to reach a high door. Head through to visit the Life Grove Tunnel.

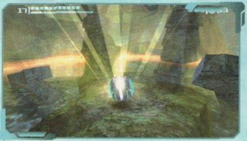


Drop a Power Bomb in the Life Grove Tunnel to destroy a large boulder, then roll into the passage you discover.

Missile Expansion 30

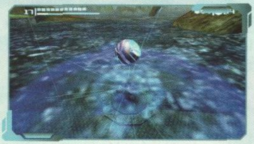


Boost your way through the tunnels that follow. When you reach a half pipe, boost up and onto the overhead floating rock. Drop a regular bomb at the center and drop inside to claim your 30th Missile Expansion.

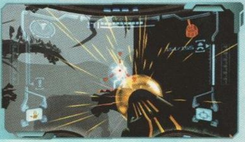


Continue through the passage to reach the Life Grove. Collect the X-Ray Visor from the room's center, then put it on and notice you can see through the surrounding walls. This means the walls are weak; drop a Power Bomb to blast through the walls, revealing a much larger Life Grove.

Artifact of Chozo

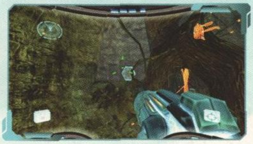


Bomb the small drain cap at the bottom of the Life Grove's pond to discover a pillar with a Spinner. Activate the Spinner to align the overhead bridge so you may reach a new Artifact—your fourth so far.



Leap along a series of ledges and platforms next, heading for a waterfall. Remain near the waterfall and combat three Chozo Ghosts with the Power Beam, defeating them all to reveal a passage back to the starting ledge. Leap over and roll into the tunnel to reach the ledge, then head back through the door to the Life Grove Tunnel.

Missile Expansion 31



Backtrack to the Great Tree Hall and dispatch a Bloodflower on a ledge. Stand on that ledge and equip the X-Ray Visor to discover a hidden platform in front of you. Jump to the platform and look to the side to see a remote door past the tree leading to a Missile Expansion. Make a long double jump from the hidden platform over to the door and head through to claim your prize.

That's all there is to do here for now. Take the nearest transport back to Chozo Ruins and, once there, head straight for the nearest transport to Magmoor Caverns.

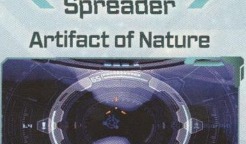
Magmoor Caverns—Final Visit

NEW ENEMIES

SCANNED?	NAME
✓	Plated Parasite

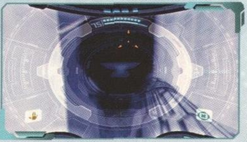
The Ice Spreader

Artifact of Nature

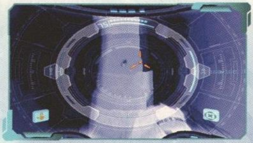


Time to clear out the caverns. Head to Lava Lake and scan a large stone column at the center of the lake to detect an Artifact hidden within. Blast the column with a Super Missile and double-jump over to collect your fifth Artifact.

Missile Expansion 32

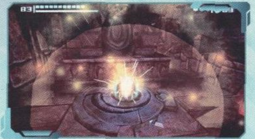


Move to the Triclops Pit next and blast some crates near the door to Pit Tunnel. Stand there and use the X-Ray Visor to detect a hidden platform within jumping distance. Keep the visor on and jump to the platform, then quickly leap to the next before it sinks too far.

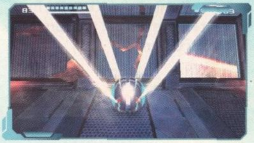


When you reach the final hidden platform (there are three in all), you'll be staring right through a weak pillar in front of you. Quickly nail the pillar with a Super Missile, then double jump over and claim the last Missile Expansion Magmoor Caverns has to offer.

Power Bomb Expansion 1

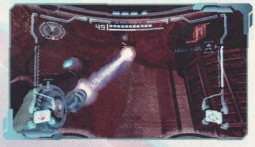


Proceed to the Warrior Shrine, located above Monitor Station. Drop a Power Bomb to destroy a metal floor plate near a Chozo statue and reveal a tunnel. Roll inside to reach a room with a Power Bomb Expansion, giving you a whole extra Power Bomb to play with.

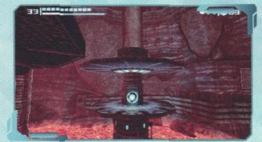


Visit Shore Tunnel next and set off a Power Bomb in the middle of the damaged skybridge to blow out the sides. Drop to the rocks below to discover the Ice Spreader upgrade hidden beneath the bridge. Now you can spend 10 missiles to freeze all enemies in a wide area by charging the Ice Beam and pressing ✚.

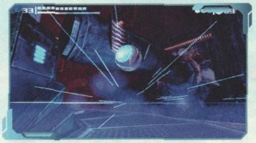
The Plasma Beam



Continue on to the Geothermal Core. Double jump across the lava here, landing on the shore next to the door to South Core Tunnel. From there, leap up a few ledges to reach a Grapple Point and swing to the lowest of the three large disk platforms in the center of the room.



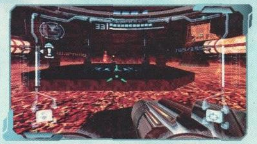
Enter the Spinner device you find on the disk platform and boost to raise the disk above until it locks into place. Afterward, double-jump to the next disk platform within reach and use its Spinner device to raise another platform. Repeat this process, raising platforms and scaling them until you reach a Spider Ball Track atop the highest platform.



Use the Spider Ball Track to reach a Morph Ball Slot. Activate the slot with a bomb to transform the room, exposing a giant Spider Ball Track running around the room. Bomb jump onto the start of the track near the Morph Ball Slot and simply navigate along, jumping and dropping as necessary while avoiding the Plated Parasite enemies as you go.

TIP

The Plated Parasite is new; scan it for another Log Book entry.



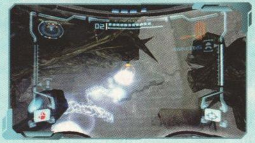
The Spider Ball Track eventually leads to an Ice Beam door. Head through to reach Plasma Processing, where you discover the hottest arm cannon around: the Plasma Beam.

You've now found every upgrade and expansion that Magmoor Caverns has to offer, but there are still more to find in other areas. Head to Tallon Overworld next, taking any route you like to get there.

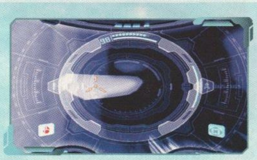
Tallon Overworld—Final Visit

More Missiles

Missile Expansion 33

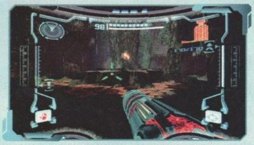


Go to the Root Cave and climb to the ledge near the door to Root Tunnel. From there, use your Grapple Beam to swing across the expanse and reach the far ledges.



When it seems you can climb no higher, don your X-Ray Visor to detect a row of hidden platforms. Continue leaping upward to discover a Missile Expansion on a high alcove.

Missile Expansion 34



After claiming Missile Expansion 33, go into the nearby door at the top of the Root Cave to reach the Arbor Chamber, where Tallon Overworld's final Missile Expansion awaits. This is the final goodie Tallon Overworld holds for you; make your way to the nearest transport to Chozo Ruins.

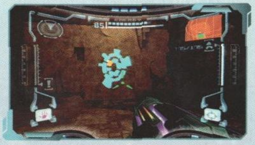
Chozo Ruins—Final Visit

CHOZO LORE

GOT IT?	LORE NAME	ROOM
✓	Shining One	Magma Pool

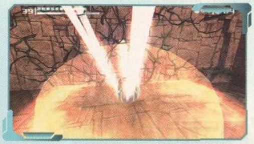
Reaping the Ruins

Artifact of Lifegiver



Head to the Tower of Light and drop into the water at the base of the tower. Enter the underwater tunnel and follow it to the end to find the Artifact of Lifegiver. Half of the twelve Artifacts are now yours.

Power Bomb Expansion 2

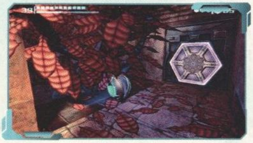


Make your way back to the Main Plaza and go to the Ruined Fountain. Go through the door you've ignored here before to reach the Magma Pool, then use the Grapple Beam to cross the lava. Drop a Power Bomb near the far wall to uncover a Power Bomb Expansion.

TIP

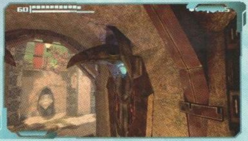
Scan the rippling wall after claiming Power Bomb Expansion 2 to acquire your final Chozo Lore entry.

Missile Expansion 35



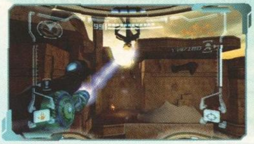
Proceed through the nearby door to reach Training Chamber Access hall. Advance to the door to the Training Chamber, then tuck into a Morph Ball and roll through the growth on the wall near the door. The hidden tunnel leads to a Missile Expansion.

Energy Tank 12



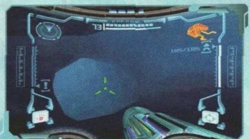
Enter the Training Chamber and start rolling in the half pipe. Boost up and into the Morph Ball Slot on the right, then drop a bomb to activate a small lift near the half pipe. Hurry to the lift and catch a ride up to some Spider Ball Track. Follow the track to reach an Energy Tank.

Missile Expansion 36



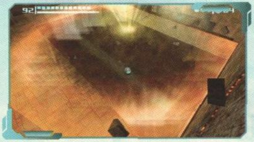
Return to the half pipe and boost up into the left Morph Ball Slot this time. Activate the slot to open the room's exit so you may quickly return to the Main Plaza. Don't drop down to the ground, however; use the Grapple Beam to swing across the plaza and reach another Missile Expansion that's probably been taunting you since the beginning of the game.

Missile Expansion 37



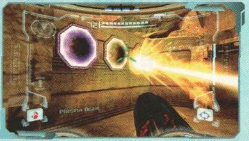
Visit the Watery Hall next and drop into the water. Look for an underwater passage that leads to an alcove. Double jump up to reach a Missile Expansion.

Missile Expansion 38

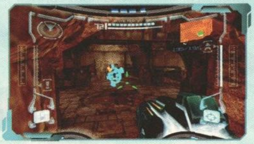


Head to the Furnace next and use a Power Bomb to destroy a large portion of floor on one side of the room, exposing a half pipe. (Use your X-Ray Visor to detect the weak floor.) Boost up the pipe to reach an overhead Spider Ball Track, which winds its way to another Missile Expansion.

Artifact of World



You're almost done pillaging the ruins. Your final stop is the Hall of the Elders. Best the Chozo Ghosts there with the Power Beam, then leap up to the colored Morph Ball Slots behind the statue. Activate the red slot with a precursory blast from the Plasma Beam.



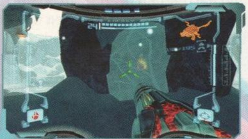
Next, hop into the statue's hands and curl up into a Morph Ball. This unlocks a secret chamber beneath the statue; drop down and collect your seventh Artifact.

Congratulations, you've just cleaned out Chozo Ruins. Save at the nearby Save Station before taking the nearest transport to Tallon Overworld. Hop another transport to reach Magmoor Caverns East, then take one last transport from within the caverns to reach Phendrana Drifts North.

Phendrana Drifts—Final Visit

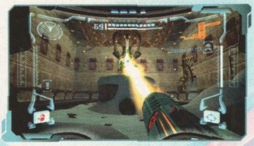
Melting the Ice

Missile Expansion 39



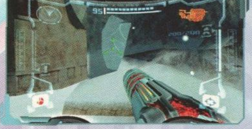
Let's begin with Phendrana Shorelines. Save at the Save Station, then scour the icy column near the station to see a Missile Expansion frozen inside. Fry the ice with the Plasma Beam to melt it and claim the goodie.

Artifact of Sun



Leap up to the floating platforms next and cross Phendrana Shorelines to reach the Chozo Temple. Go inside and climb to the upper hall, then blast a frozen statue with the Plasma Beam to melt the ice around its hands. Hop into the hands and tuck into a Morph Ball to open a passage leading to the Artifact of Sun.

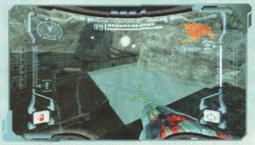
Missile Expansion 40



Backtrack out of the temple and head to Ice Ruins East. Move to the door leading to the Plaza Walkway and notice a frozen section of wall near the door. Melt the ice with the

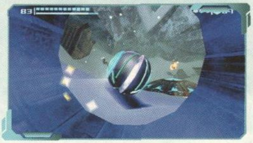
Plasma Beam to reveal a tiny nook with another milestone Missile Expansion—your 40th!

Power Bomb Expansion 3



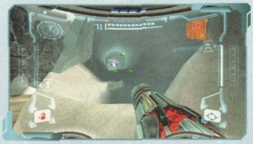
Ice Ruins West is your next stop. Leap up the buildings and notice a frozen spot on the roof of one of the structures. You guessed it: Blast the icy patch with the Plasma Beam to uncover a Power Bomb Expansion.

Missile Expansion 41



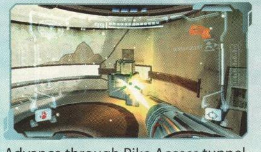
Go to the Quarantine Cave and use the Grapple Beam to swing over to a far ledge. Roll through the tunnel in the wall to reach the Quarantine Monitor, where you discover a Missile Expansion.

Energy Tank 13

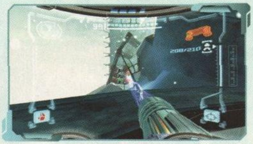


Proceed to Transport Access. Melt more ice here to get at an Energy Tank that's frozen in the wall.

Artifact of Elder

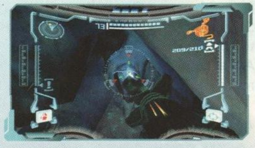


Advance through Pike Access tunnel next to reach the Control Tower. Secure the area, then leap up into the top of the East Tower and spy a stack of crates in front of a frozen window. Destroy the crates and melt the ice with the Plasma Beam, then peer through the window.



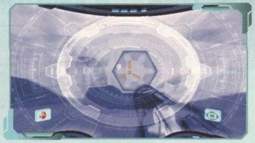
Notice a tower with a large fuel cell near its base. Blast the fuel cell with a missile to topple the tower. Hop out of the East Tower's roof and inspect the collapsed tower to discover your ninth Artifact.

Missile Expansion 42



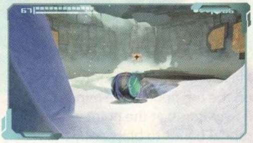
Visit the Frost Cave next and use the Grapple Beam to swing across a Glider and reach a high ledge with stacked crates. Lock onto a hanging stalactite from this position and fire a missile to send it crashing through the ice floor below. Drop into the frigid water to claim another worthy Missile Expansion.

Artifact of Spirit



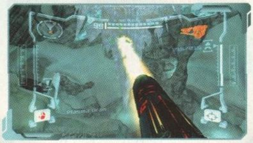
Continue on to Phendrana's Edge and start using the Grapple Beam to scale the area. After two swings, slap on the X-Ray Visor and locate a hidden door behind the outer wall. Rock the area with a Power Bomb, then enter the Storage Cave beyond the door to discover your tenth Artifact. Only two more to go!

Power Bomb Expansion 4



The final Power Bomb Expansion awaits in the Security Cave at the top of Phendrana's Edge. Just keep climbing until you reach the cave and claim the prize.

Missile Expansion 43



Your last stop is the Gravity Chamber. Climb onto the ice above the water and look up to see a cluster of icicles hanging overhead. Scorch the icicles with the Plasma Beam to uncover a Grapple Point, then swing to a far ledge with a Missile Expansion.

That's it for Phendrana Drifts. Phazon Mines is next; take a transport to Magmoor Caverns, then ride another up to Tallon Overworld. Head through the crashed Space Pirate Frigate to return to the Phazon Mines as you did before.

Phazon Mines—Final Visit

NEW ENEMIES

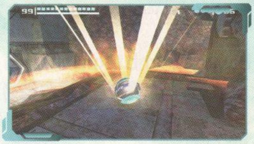
SCANNED?	NAME
✓	Phazon Elite
✓	Plasma Trooper
✓	Omega Pirate

PIRATE DATA

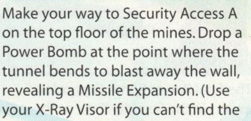
GOT IT?	DATA NAME	ROOM
✓	Special Forces	Metroid Quarantine B

The Flamethrower

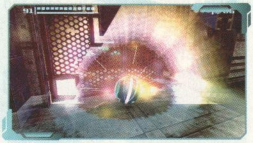
Missile Expansion 44



Make your way to Security Access A on the top floor of the mines. Drop a Power Bomb at the point where the tunnel bends to blast away the wall, revealing a Missile Expansion. (Use your X-Ray Visor if you can't find the spot.)



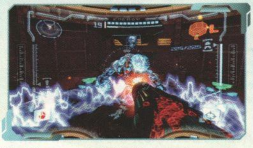
Visit the Mine Security Station next; go to the second floor and locate a control booth that's blocked by a metal gate. Detonate a Power Bomb here to blast through the gate, then scan the computer beyond to disable the force field downstairs.



Go down and open the Plasma Beam door to gain access to the Flamethrower upgrade. Now you can spend missiles to burn away anything in your path—simply charge up the Plasma Beam, then press and hold ✚.

The Phazon Suit

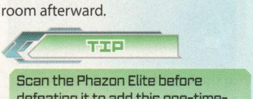
Artifact of Warrior



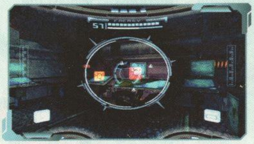
Continue on to Elite Research. Detonate a Power Bomb near the central vat to free a towering Phazon Elite enemy. Combat this foe just as you did the Elite Pirates: jump to avoid its wave attacks while punishing its face with potent Charge Beam shots. Stay mobile and pick your shots wisely to down the monster, then claim the Artifact of Warrior that appears in the room afterward.

TIP

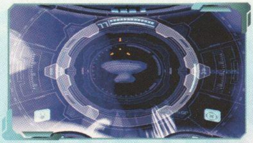
Scan the Phazon Elite before defeating it to add this one-time-only scan to your Log Book.



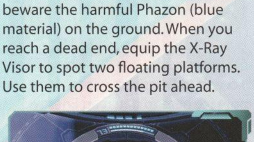
Make your way to the Central Dynamo, then on to Metroid Quarantine A. As you enter the hall that leads to Metroid Quarantine A, roll into the hole to the right and then pass beneath the floor to pop out behind the dangerous cluster of Mega Turrets. Scan a nearby switch to disable all of the turrets in short order.



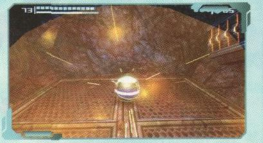
As you enter Metroid Quarantine A, scan a control panel to drop a force field and turn a group of Metroids loose on their Space Pirate captors. Be ready to dispatch the Metroids afterward using the old Ice Beam-and-missiles trick.



Enter the cave that follows and beware the harmful Phazon (blue material) on the ground. When you reach a dead end, equip the X-Ray Visor to spot two floating platforms. Use them to cross the pit ahead.

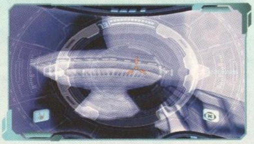


Jump up the ledges to the right and spy another hidden platform with the X-Ray Visor. Use this one to reach a landing where a Spider Ball Track begins.



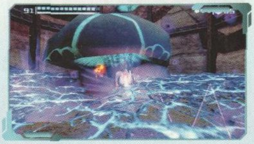
Set off a Power Bomb to destroy the wall to the left of the Spider Ball Track, then do the same to the next wall that blocks your path. This grants you access to another Spider Ball Track that leads back across the pit.

Missile Expansion 45



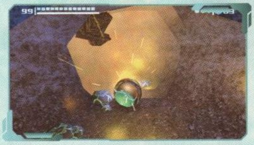
Use the X-Ray Visor yet again to view yet another floating platform. Ride this one up to find your 45th Missile Expansion. Next, jump over to the diagonal Spider Ball Track and ride it to the top. Then follow the hall to reach Elevator B, which leads even deeper into the mines.

Missile Expansion 46



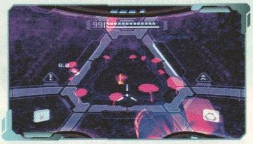
Exit Elevator B and proceed to Fungal Hall Access. If you've got Energy to spare, drop to the glowing ground and brave the blue Phazon to quickly collect a Missile Expansion that's hidden near the hazardous stuff. This one's easier to get once you have the Phazon Suit, but you reduce some backtracking if you risk claiming it now.

Continue to Fungal Hall A afterward, using Ice Beam and missiles to dispatch the Hunter Metroids as you hop from one overgrown mushroom to the next. Make a well-timed swinging leap from the overhead Glider to reach the far door.



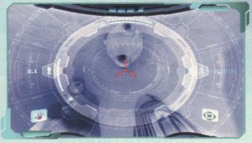
Clear the rubble in the Phazon Mining Tunnel with a Power Bomb, then enter the hole in the wall you discover. Boost through the tunnel to clear the vanishing floor tiles without falling into Phazon.

Missile Expansion 47



The next chamber is similar to Fungal Hall A. Eliminate the hostiles and hop across the overgrown mushrooms. Set off a Power Bomb amid the ring of tiny mushrooms growing beneath the far door to expose a hidden Missile Expansion.

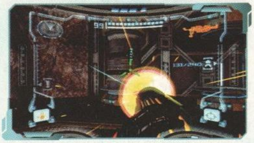
Return to the last overgrown mushroom platform and swing from a roving Glider to reach the high door to the left, which leads to a Missile Station. Fill up your missiles, then use the Glider again to reach the far door leading to the next area.



Use the X-Ray Visor to detect the invisible Scatter Bombus in the next hallway. Dispatch them and then hop past the Phazon, continuing onward to Metroid Quarantine B.

Wipe out the hostiles in Metroid Quarantine B (including the new Plasma Trooper, which warrants a Log Book scan), then use a Spider Ball Track to reach a high ledge. Use the Grapple Beam to swing across the pit and reach the room's far side.

Missile Expansion 48



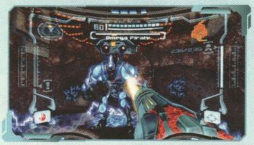
Across the pit, scan a computer console to bring down a force field so you may advance. Before leaving, blast a nearby Cordite container with a Super Missile to expose a Missile Expansion.

TIP

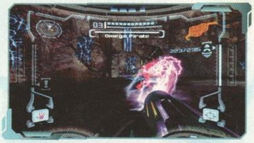
Scan a computer on this side of Metroid Quarantine B as well to claim your final Pirate Data entry.

Mark your progress at Save Station Mines C before proceeding upstairs through the Plasma Beam door. Melt the ice over the obstruction in the hall that follows with the Plasma Beam to release the locking mechanism and open the way to Elite Quarters.

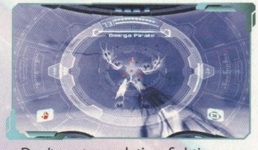
Boss Battle: Omega Pirate



Keep your distance from the mammoth Omega Pirate throughout the fight, jumping its wave attacks while you lock on and blast away at the four Phazon deposits on its armor. After you destroy all four Phazon deposits, the Omega Pirate vanishes and summons several Space Pirate Troopers to distract you.



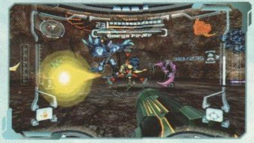
Use the appropriate beam weapons to combat the Troopers. If several of the same Troopers appear, use a weapon such as the Ice Spreader or Flamethrower to quickly wipe them all out. Speed is key, so don't hold back.



Don't waste much time fighting the Troopers—they're only meant to distract you while the Omega Pirate repairs its armor. Wipe out as many as you can within 10 seconds, then flip on your X-Ray Visor and search for the boss. When you see the monster, quickly lock on and assail its core with the powerful Plasma Beam. This is the only chance you have during the fight to actually damage the boss, so don't waste it!

TIP

If you're fast enough at damaging the Omega Pirate's core, you can stop the monster from repairing its armor and hasten the fight.

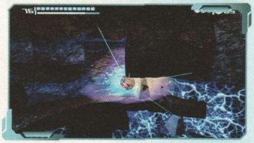


Continue disabling the Omega Pirate's armor as necessary and inflicting damage while it seeks repairs. Ignore the lowly Troopers if the boss manages to recharge its armor—the Omega Pirate's wide-reaching wave attacks will dispatch any lingering flunkies for you. Keep the pressure on the boss itself and don't relent until the Omega Pirate finally falls.

Omega Pirate Defeated

The Phazon Suit is your reward for dispatching the Omega Pirate. Now you can pass through Phazon without suffering any harmful effects.

Artifact of Newborn

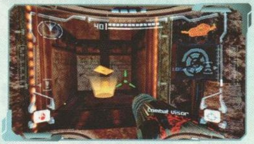


Return to Save Station Mines C to mark your progress and restore your Energy, then head back to the Phazon Mining Tunnel. Bomb a rock out of your way and roll through a long, Phazon-filled passage. Just keep going until you arrive at the bottom, where you discover the twelfth and final Artifact.

TIP

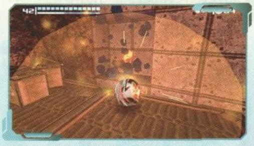
If you didn't grab Missile Expansion 46 from Fungal Hall Access, now's the time to do so. Continue backtracking to that room, then drop to its bottom and claim the Missile Expansion from the surrounding Phazon.

Energy Tank 14



With the final Artifact in your possession, turn around and find your way back to Elite Quarters, where you just battled the Omega Pirate. Use the side lift to reach the catwalks above, and pass through the far door to reach the Processing Center Access tunnel, where the final Energy Tank awaits.

Missile Expansion 49



Continue to the Phazon Processing Center. This tall room is your way out of the mines. Hop up the floating platforms in the room's center, and when you reach the last one, flip on your X-Ray Visor to spy a couple of hidden platforms leading even higher. After jumping up those, look around with the X-Ray Visor to spot a Missile Expansion tucked in a side alcove in the wall. Leap over and bomb the wall with a Power Bomb to uncover the final Missile Expansion in the game.

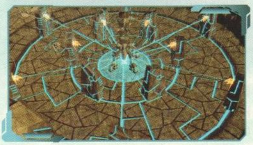
You're now as strong as you can possibly be, owning every major suit upgrade and weapon expansion. (That's 14 Energy Tanks, 250 missiles and 8 Power Bombs.) Continue to the top of the Phazon Processing Center and head to Elevator A, making a quick trip back to the Transport to Tallon Overworld South.

Meta Ridley and the Impact Crater

NEW ENEMIES

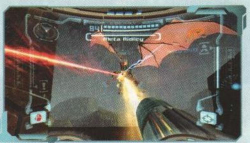
SCANNED?	NAME	SCANNED?	NAME
✓	Meta Ridley	✓	Metroid Prime (First Form)
✓	Lumigek	✓	Metroid Prime (Second Form)
✓	Fission Metroid		

To the Temple

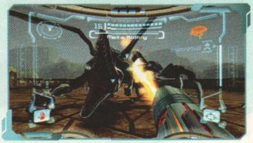


The time has come to face Tallon IV's greatest evil. Make a quick stop at the Landing Site to save your progress at Samus's ship before moving to the Artifact Temple. Once there, stand in the light in the center of the ruins to return all 12 Artifacts and unlock the door to the Impact Crater.

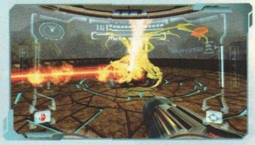
Boss Battle: Meta Ridley



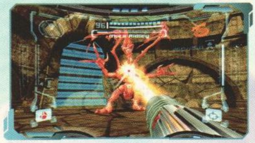
The monstrous flying creature Samus has spotted on numerous occasions finally makes its stand at the Artifact Temple. Remain locked onto Meta *Ridley throughout the fight, leaping* and dashing to avoid its potent attacks. Punish the weak spot on its chest at every chance, using quick shots from the Plasma Beam for maximum effect.



Eventually, Meta Ridley loses the ability to fly and is forced to fight on the ground. The boss now commonly rears back for a moment before rushing forward in a ramming attack. Remain locked on and dash in circles to avoid this quick assault, and be ready to double-jump over the follow-up tail swipe.



Leap over the laser Meta Ridley periodically fires from its mouth, locking onto the creature's head and peppering it with the Plasma Beam the whole time. You'll eventually stun the boss, causing it to rear back and expose its vulnerable chest. Lock on *and unload on Meta Ridley's chest* whenever you can.



Have patience and keep dodging Meta Ridley's attacks until you're able to stun the creature and inflict damage. Step into the transport that appears after you best the boss to travel down to the Impact Crater, where the final conflict awaits.

Use the Save Station in the Impact Crater's very first room to mark your progress and restore your Energy. Then proceed through the next hall, scanning and then blasting a path through the Lumigeks that get in your way.

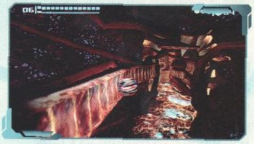
CAUTION

Beware of the red Phazon you encounter in these depths. Even your newfound Phazon Suit won't protect you from this deadly substance.

You soon come to the Phazon Core: a huge chamber full of platforms and deadly Fission Metroids. Scan the nearest of these new hostiles to add it to your Log Book, then attract the creature with any beam attack and destroy it with a Power Bomb when it draws near. Repeat this tactic as you make your way around the chamber, ducking into the small Missile Recharge Station Crater room to replenish your ammo along the way.

NOTE

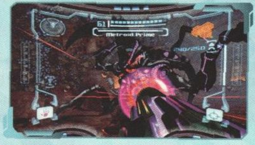
You can also use beam weaponry to dispatch Fission Metroids, but Power Bombs are by far the fastest and easiest way to deal with them.



Exit the Missile Recharge Station Crater and continue moving toward the Phazon Core's top door, using Power Bombs to wipe out any Fission Metroids that get in your way. Take the Spider Ball Track in the next hall to reach the depths of the crater where the final showdown against Metroid Prime awaits.

Final Boss: Metroid Prime

Metroid Prime's only weak spot is its face, which sits in the middle of its hulking, spiderlike body. Only one beam weapon will harm Metroid Prime at any given time, and the color of the boss's carapace lets you know which weapon to use. Yellow is for the Power Beam, purple is for the Wave Beam, white is for the Ice Beam, and red is for the Plasma Beam.



Don't toy with Metroid Prime. Be quick to call up the proper beam weapon, charge the weapon fully and then get right up close to Metroid Prime. Unleash the weapon's devastating combo attack by pressing ✚ when you're near enough to score a direct hit on the boss's face. You'll burn through lots of missiles, but you didn't spend all that time grabbing expansions for nothing!

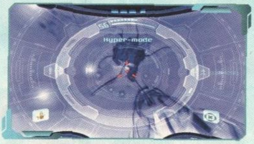
Metroid Prime

Stop firing when you see Metroid Prime rear back in agony—you'll only waste ammo. Retreat a bit instead and watch the boss's body to see which weapon you need next. Keep pounding Prime until it flees to a lower floor, then give chase and repeat the tactic.

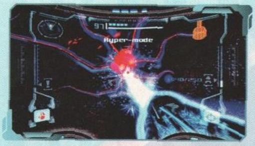
On the lower floors, Metroid Prime will dash toward you each time you wound it. Be ready to avoid this powerful charge by curling into a Morph Ball and rolling into one of the grooves along the floor. If you're quick, the boss will zip straight past you without inflicting any damage.

Keep wounding and chasing Metroid Prime until the beast is blown through a wall and you arrive at the lowest chamber of the Impact Crater. The beast has lost its carapace, but the inner being is still alive and well. The second phase of the battle begins.

Follow Metroid Prime's new floating form around, pelting it with any beam weapon as you leap and dodge its attacks. The boss will eventually spawn a number of Metroid helpers, leaving a wide pool of blue Phazon behind. Metroid Prime commonly vanishes after this, forcing you to switch visors until you're able to see the boss once more.



Lay Power Bombs to destroy the Metroids if you must, but focus on finding the boss and reaching the Phazon puddle. Stand in the center of the puddle, lock onto the boss once you've donned the proper visor, then press and hold Ⓐ to siphon pure Phazon up from the pool, through the Phazon Suit, and out of your arm cannon. This unique attack is the only thing capable of harming Metroid Prime.



Continue seeking out Metroid Prime through various visors and spewing Phazon at it each time it creates a puddle. (Firing other weapons at the boss can entice it into summoning more Phazon.) Punish Prime every time you draw a bead on the creature, and it won't be long before the day is won.

NOTE

The ending you see varies depending on how many extras you acquired throughout the game, such as Energy Tanks and Missile Expansions—see the "Maps, Checklists, and Extras" chapter at the end of this book for complete details!

METROID PRIME 2: ECHOES

Agon Temple

A platoon of Galactic Federation Troopers has gone missing on Aether, and Samus Aran has been contracted to track them down. What began as a simple search-and-rescue op is about to become a lot more complicated. . . .

The Missile Launcher

Temple Grounds

NEW CREATURES

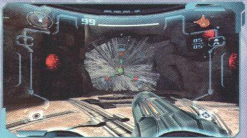
SCANNED?	NAME	ROOM
✓	Worker Splinter	Hive Tunnel
✓	Dark Trooper	Command Chamber

NEW LORE ENTRIES

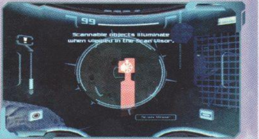
GOT IT?	ENTRY NAME	ROOM
✓	GSGT C. Benet	Command Chamber
✓	SPC B. Reevs	Command Chamber

NEW RESEARCH ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Samus's Gunship	Landing Site
✓	GF Gate Mk VI	Hive Chamber A
✓	Bomb Slot	Command Chamber



The path out of the Landing Site is blocked by strange webbing. Target the large green circle in the middle of the web and hit it with the Power Beam—doing so will destroy it.

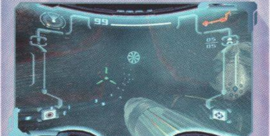


Scannable objects illuminate when viewed in the Scan Visor.

To open the next gate, press and hold ⊖, then select the Scan Visor. Look at the small box on the left-hand side of the room, and press and hold Z to scan it. Then shoot the two locks above the gate.

NOTE

This guide assumes you're using the default control scheme.

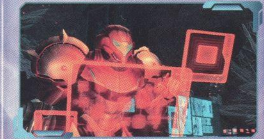


Once the gate opens, move through the hallway and look for a box on the right-hand side. Scan it to open another passage and access a Map Station.

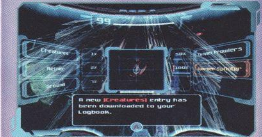
TIP

Blast open every crate and container you see—many of them bear Energy or extra ammunition. Larger crates require a Charge Beam shot.

Map Station



Walk into the glowing yellow hologram to download a map of the area. Each new area will have a corresponding map that you'll want to find. Map Stations upload schematics for only a specific area, and they don't give you any maps of the Dark World.

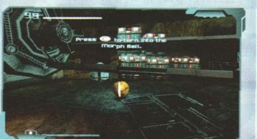


A new [Creatures] entry has been downloaded to your Logbook.

Exterminate the bugs in the Hive Tunnel, then scan the bodies of fallen soldiers for more info. Scan one of the bugs to add the Worker Splinter creature data to your Log Book.

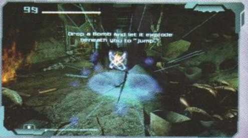
NOTE

Scanning enemies and objects often scores you Log Book entries, which unlock special extras. The tables at the start of each walkthrough section list every new scan you can acquire during that segment, along with the rooms they're found in. Rare enemies [bosses and the like] offer you just one chance to scan them—don't miss your chance! See the "Maps, Checklists, and Extras" chapter at the end of this book for further details.



Press ○ to turn into the Morph Ball.

Scan the deceased troopers in the Command Chamber for Log Book entries. Then go to the far side of the room and use the Morph Ball to enter a small crack in the wall. When you *reach a gate, press* Ⓑ to drop a bomb to clear the way.



Drop a Bomb and let it explode beneath you to "jump."

On the other side of the barrier, you'll discover a Bomb Slot. Roll into Morph Ball form and drop a bomb under the slot to propel yourself into it. Once you're in the slot, drop another bomb to activate the box near where you entered the room.

A horde of Dark Troopers arises after you activate the Bomb Slot. These are bodies of troopers that *have been inhabited by forces from* Aether's Dark World. Take them out with either Charge Beam shots (press and hold Ⓐ, then release) or missiles (press ✚ while standing). Once you've fought your way to the front of the room, scan the panel to open a path.

Entering Hive Chamber B, you catch a *glimpse of* Dark Samus—a creature of mysterious origin that is a mockery of our heroine. Give chase after the being flees into a nearby portal.

Sky Temple Grounds

Going through the portal gives *you your first taste of Aether's Dark* World—a twisted version of Aether in which the very air is poison. After a cinematic fight against overwhelming odds, Samus is forced to flee back to the Light World.

The brief trip comes at great cost—you will be missing your Grapple Beam, Morph Ball Bombs, Power Bombs, Boost Ball, Space Jump Boots, and Missile Launcher. If there's a bright side to the whole mess, it's that you'll still have the Morph Ball, Scan Visor, and Charge Beam.

Temple Grounds

NEW CREATURES

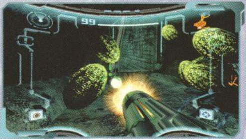
SCANNED?	NAME	ROOM
✓	Splinter	Industrial Site
✓	Green Kralee	Industrial Site
✓	Growler Class Turret	Trooper Security Station
✓	Dark Splinter	GFMC Compound

NEW RESEARCH ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	GF Bridge	Industrial Site
✓	Splinter Cocoon	Industrial Site
✓	GF Gate Mk VII	Dynamo Chamber
✓	*GFS Tyr*	GFMC Compound

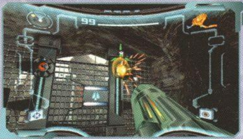
NEW LORE ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	PFC M. Veroni	Collapsed Tunnel
✓	PFC L. Brouda	Communication Area
✓	SPC M. Angseth	Trooper Security Station
✓	CAPT A. Exeter	GFMC Compound
✓	LCPL J. Brode	GFMC Compound
✓	PFC G. Haley	GFMC Compound
✓	PFC S. Milligan	GFMC Compound
✓	SPC F. Triplette	GFMC Compound

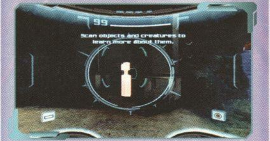


Shoot the sac-like growths to the right of Hive Chamber B's exit to reveal a hidden tunnel, then use the Morph Ball and roll through to proceed.

With your Missile Launcher now missing in action, you'll have to rely on an old-fashioned Charge Beam to take down the Dark Troopers in Hive Chamber C. Before you leave, blast the boxes until you find a blue door that leads to a Save Station. These special stations are scattered throughout Aether, and they let you save your progress while restoring your Energy.

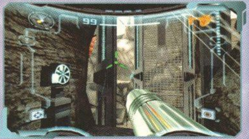


Scan the panel near the following elevator to activate it, then take a ride to the top. Go through a blue door and scan another panel to reveal a lock on either side of a sealed gate. Shoot the locks to enter the blighted landscape of the Industrial Site.

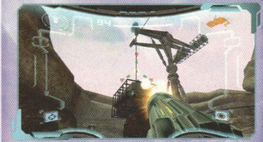


Scan objects and creatures to learn more about them.

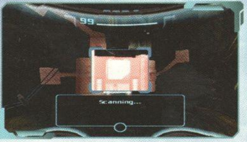
A large crate blocks your progress through the Industrial Site. Find a small panel near the crate and scan it to winch the crate out of the way.



Head up and around the room until you come to a bridge. Scan the nearby panel to bring the locks into view, then shoot the locks to make the bridge drop.

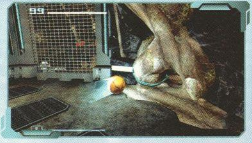


When you reach the Temple Assembly Site, walk toward the door with the violet hologram on it, then turn around and look for a panel. Scan it to move the crate, then target the wire that holds the crate in the air and shoot it with your Power Beam. When it falls, it will create a bridge to the next area.



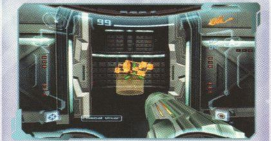
In the Dynamo Chamber, use your Scan Visor to locate a red box, then scan it to raise the gate on the far end of the chamber. Doing so will drop a gate behind you—it's a one-way trip from this point forward.

Follow the path until you find the body of a trooper. Scan the corpse for another Log Book entry, then scan a nearby panel to adjust the large communication dish on the cliff above. Though the transmission fails, it attracts the attention of multiple Dark Troopers. Take them down with extreme prejudice.

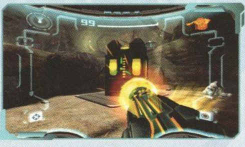


Take out the Growler Class Turret as soon as you enter the Trooper Security Station (one well-placed Charge Beam blast should do the trick), then concentrate on the smaller threats. When the room is clear, roll through the little hole in the wall to reach a scannable panel. Activate the panel, roll back through the hole and under the gate, and then continue on your way.

More Mappage



Upon entering the GFMC Compound, Samus will find a computer that contains a log of recent trooper activity. Enter the *GFS Tyr* afterward and scan a door between the rows of seats to access a Map Station beyond. Exit the ship after downloading the map, which completes your view of the Temple Grounds.



Next, look for a large box near the ship's ramp. If you blast it open with a Charge Beam shot, you'll find your old friend the Missile Launcher inside. Strap it on and get ready for battle.

As soon as you grab the Missile Launcher, a pack of Dark Splinters attacks. These creatures are far more powerful than regular Splinters, so take them out with Charge Beam attacks and missiles.

The Morph Ball Bomb

Temple Grounds

NEW CREATURES

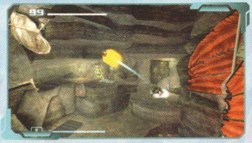
SCANNED?	NAME	ROOM
✓	War Wasp	Sacred Bridge

NEW RESEARCH ENTRIES

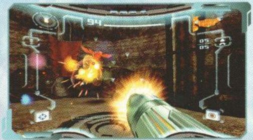
GOT IT?	ENTRY NAME	ROOM
✓	Kinetic Orb Cannon	GFMC Compound
✓	War Wasp Hive	Sacred Path

NEW LORE ENTRIES

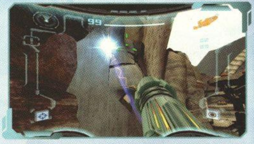
GOT IT?	ENTRY NAME	ROOM
✓	PFC I. Crany	GFMC Compound
✓	PFC E. Denys	Sacred Bridge



Return to the ship after the battle and jump through the hole in its side. Walk around the ledge and activate the Kinetic Orb Cannon. Use the Morph Ball to roll into the hologram, causing the cannon to blast you to the other side of the room. From there, you can reach a door that's sealed with a blast shield. Open the shield with a missile, and use the nearby Morph Ball tunnel to get PFC I. Crany's Log Book entry.



When you reach a sealed door, roll down the tunnel on the right-hand side and fight off a swarm of War Wasps. After the coast is clear, scan a panel above you to activate another Kinetic Orb Cannon.



There's a weakened wall on the left-hand side of Sacred Path. Blast it with a missile to start it crumbling, then jump off the ledge and look for a panel inside a wall crack. Scanning the panel will activate—you guessed it—a Kinetic Orb Cannon. Let it blast you through the cracked rock, then roll down the tunnel that follows, across the set of tracks and onward to a blue door. The elevator beyond leads to the Great Temple.

Great Temple

NEW RESEARCH ENTRIES

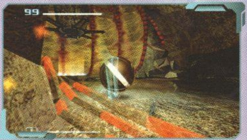
GOT IT?	ENTRY NAME	ROOM
✓	U-Mos	Main Energy Controller
✓	Energy Controller	Main Energy Controller

NEW LORE ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Origins	Main Energy Controller

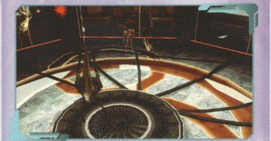
NEW CREATURES

SCANNED?	NAME	ROOM
✓	Alpha Splinter	Temple Sanctuary
✓	Dark Alpha Splinter	Temple Sanctuary
✓	Lightflyer	Transport B Access

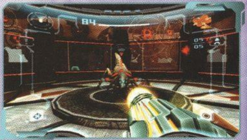


Ignore the Sandbats as you enter Transport A Access—they're difficult to scan at this point. Find a hidden Save Station by rolling through the hole in the left-hand wall.

Boss Battle: Alpha Splinter



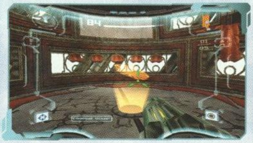
Step into the middle of the Temple Sanctuary to trigger a challenging battle. Take out the first enemies (a group of Dark Splinters) with the Charge Beam. You'll want to save your missiles for the later stages of the fight.



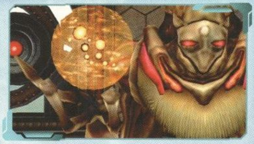
After you've beaten the Dark Splinters, an Alpha Splinter appears. Hit it with the Charge Beam until it turns into a Dark Alpha Splinter, then unload missiles into it. When the creature backs up and shakes, it's about to charge—lock on, strafe left or right, and press Ⓑ to dash out of the way. Once it's down, collect the Unknown Technology.

TIP

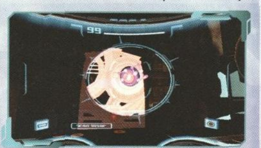
Be sure to scan the Alpha Splinter before it turns into the Dark Alpha Splinter, or you'll miss your chance to scan this unique enemy.



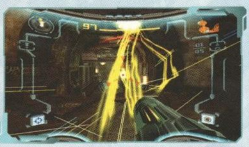
There is only one way to go from inside the Temple Sanctuary—up. Head for the only open door and take the elevator to the room above.



Inside the Main Energy Controller, you'll meet U-Mos, the last sentinel of the Luminoth race. After speaking to you, U-Mos will heal you and then give you the ability to scan Luminoth Lore and sealed doors marked with violet holograms. Find one such Lore entry near the entrance to the room and scan it, then head back to the Temple Sanctuary.



When you return to the Temple Sanctuary, turn right and look for a sealed door marked with a special violet hologram. Scan it to lower the door and gain access to a new area, then walk through and start blasting everything in sight.



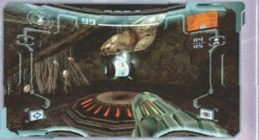
The tunnel to the nearest elevator is filled with Lightflyers—glowing airborne drones that can cause damage if they get too close. Take them out with the Charge Beam, then ride the elevator back to the Temple Grounds.

Temple Grounds

NEW LORE ENTRIES

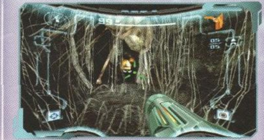
GOT IT?	ENTRY NAME	ROOM
✓	J-Fme's Testament	Industrial Site
✓	Our Heritage	Transport to Agon Wastes

Energy Tank 1



When you emerge in the Temple Assembly Site, take a moment to defeat the Dark Splinters and grab the Energy Tank behind the red door. (Hit the door with a missile to open it.) Once you have it, head back through the Collapsed Tunnel to the Industrial Site. Open the violet door and scan the deceased Luminoth behind it for a Log Book entry, then continue on your way.

Missile Expansion 1



At the Transport to Agon Wastes, scan the Luminoth Lore near the cliff edge (it's hard to find—look carefully) and shoot the webbing to reach your first Missile Expansion. Then take the elevator. It will transport you to a desertlike environment—Agon Wastes.

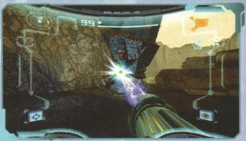
Agon Wastes

NEW CREATURES

SCANNED?	NAME	ROOM	SCANNED?	NAME	ROOM
✓	Lumite	Plaza Access	✓	Brizgee	Mining Station A
✓	Sandigger	Mining Plaza	✓	Shriekbat	Temple Access
✓	Sandbats	Mining Plaza	✓	Alpha Sandigger	Agon Temple
✓	Pirate Trooper	Mining Station A	✓	Bomb Guardian	Bomb Guardian

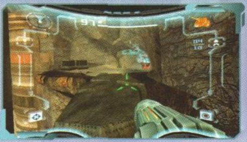
NEW RESEARCH ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Agon Bearerpod	Transport to Temple Grounds
✓	Sandgrass	Plaza Access



Move through Plaza Access on your way to the Mining Plaza, scanning objects and enemies for Log Book data. Work your way around the Mining Plaza's ledges, using missiles to blast pillars whose bases are composed of Brinstone. This causes the pillars to fall, creating bridges. You can also find a Save Station behind a red door here.

It wouldn't be a *Metroid* game without some Space Pirates to muck up your plans. Three Pirate Troopers are waiting in Mining Station A, and they'll press the attack as soon as you enter. Stay on the ground and take them out with missiles and the Charge Beam. They can do a lot of damage in a short time, so make liberal use of the dash maneuver to avoid their fire.

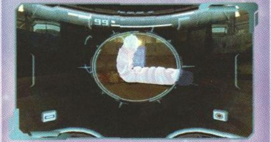


Head up by walking around the edge of the room, then jump across platforms to reach a door with an amber symbol. Turn left and leap across the running sands, then blast a pillar with a missile to reach a door covered by a Blast Shield. It leads to the Agon Temple.

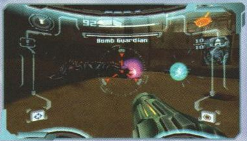
NOTE

The Brizgees are invulnerable until you crack their outer shell with a missile. After that, you can blast them with any weapon in your inventory.

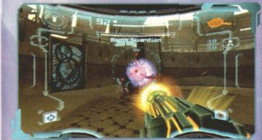
Boss Battle: Bomb Guardian



The Agon Temple boss starts out as an Alpha Sandigger, but quickly turns into a Bomb Guardian. Scan the Alpha Sandigger as soon as you enter the room or you might miss the opportunity.



The Bomb Guardian crawls around the arena and drop bombs in its wake. Its only weak point is the pink end of its body. Use the dash move to work your way to the creature's tail, then fire off a missile. The closer you are to the boss, the easier it is to do.



Once you hit the tail a few times, the mouth will begin to glow—get in front of the beast and hit it in the face with a Charge Beam. When it falls, take the Morph Ball Bomb upgrade and drop bombs to bust open the arena's doors.

The Space Jump Boots

Agon Wastes

NEW CREATURES

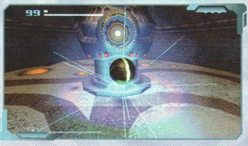
SCANNED?	NAME	ROOM
✓	Dark Pirate Trooper	Portal Terminal
✓	Pillbug	Portal Terminal

NEW RESEARCH ENTRIES

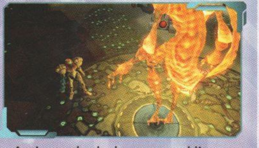
GOT IT?	ENTRY NAME	ROOM
✓	Blueroot Tree	Agon Map Station

NEW LORE ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Saving Aether	Agon Energy Controller
✓	Paradise	Mining Plaza
✓	Light of Aether	Portal Terminal

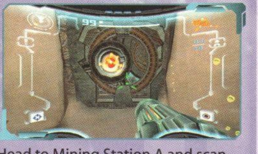


Proceed to the Controller Access room. Use a bomb to propel yourself up into the Bomb Slot, then drop another to rotate the room. When you exit, you'll be in the Agon Energy Controller.



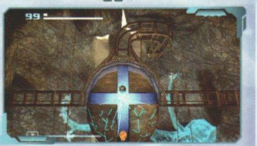
Activate the hologram and listen to the Luminoth's plea to learn how to decode amber holograms. Scan for lore in the sheltered spot on one side of the room before you exit.

Missile Expansion 2



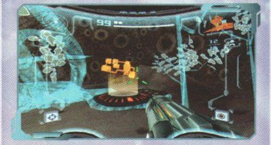
Head to Mining Station A and scan the amber door to reach a Missile Expansion.

Energy Tank 2



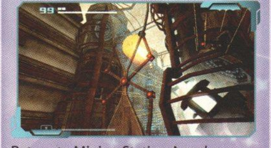
Take a quick detour to Mining Station Access and drop a Morph Ball Bomb on the tunnel's central block to score an Energy Tank.

Map Station

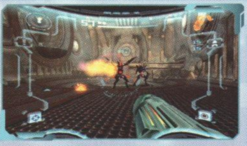


Go to the Mining Plaza next, scan the amber hologram door and drop a bomb to get to the Map Station. Now you've got the complete map of Agon Wastes.

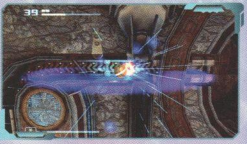
Missile Expansion 3



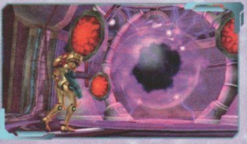
Return to Mining Station A and go through the lower door to reach Portal Access A. Use the Kinetic Orb Cannons to clear the wall, and when you reach the top, roll and drop into the center of the wall to reach a Missile Expansion near the body of a fallen Luminoth.



Dispatch the Pirate Troopers and Dark Pirate Troopers at the Portal Terminal to power a Bomb Slot at the far end of the room. Bomb the slot to set a conveyer belt in motion, then roll onto the belt to reach a narrow groove in the wall.



Roll along the groove and destroy the obstruction with a bomb. When you reach the end of the groove, leap to the platform and repeat the process. Hit the Pillbugs with a bomb to stun them, and another to kill them. Bomb-jump to get through the groove.



Bomb the last obstruction to energize the room's portal. Drop down and scan the portal's control panel to activate it. Take a deep breath and step through to enter the realm of Dark Aether.

Dark Agon Wastes

NEW CREATURES

SCANNED?	NAME	ROOM
✓	Inglet	Crossroads
✓	Nightbarb	Save Station 2
✓	Warrior Ing	Duelling Range
✓	Lightbringer	Duelling Range
✓	Jump Guardian	Judgment Pit

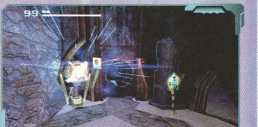
NEW RESEARCH ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Bladepod	Portal Site
✓	Light Crystal	Portal Site
✓	Light Beacon	Portal Site

No creature of the light can withstand the Dark World's poisonous atmosphere for long. Fortunately, the Luminoth have scattered healing crystals and beacons throughout the world. Crystals are always active unless covered in dark matter, but you must light beacons by blasting them with the Power Beam. Beacons will stay lit only for a short period, but during this time they'll heal you, just like a crystal.

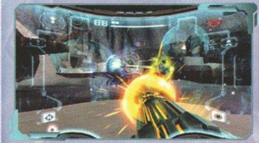
NOTE

Room names are often different in the Dark World compared to their Light World counterparts. Try not to let this confuse you!

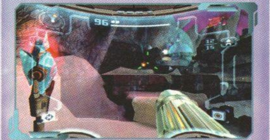


Activate the Bomb Slot on the far side of the room to clear a stubborn door out of the way. Doing so will raise the corresponding door in the Light World, but don't worry about that just yet. Instead, continue delving deeper into the Dark World.

Dispatch the Inglets in the Crossroads room with Charge Beam shots when they emerge from their oozy puddles. Pop into the nearby Save Station 2 afterward to mark your progress and heal up.

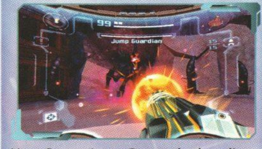


The Duelling Range is home to a Warrior Ing—one of the deadliest members of the Ing family. Lock on to the critter and blast it with the Charge Beam and missiles. When it dissolves into ooze, aim manually and squeeze off a few more shots. Remain in a safe zone near a crystal throughout the fight to receive a steady inflow of Energy.

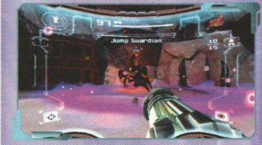


After dispatching the Warrior Ing, make your way upward. To avoid taking damage, wait for a Lightbringer to wander near your position, then jump into the zone of safety it projects and follow it. Use two Lightbringers to help you reach the door at the end of the room.

Boss Battle: Jump Guardian



Your Space Jump Boots, the handiest tool an explorer could want, have been boosted by an Ing. Keep close to the Light Crystal and use the Charge Beam and missiles when you have an open shot. You can't damage the Jump Guardian while it's in the air, or for brief moments before and after it takes off and lands—wait for the guardian's blue shimmer to vanish before you start firing missiles.



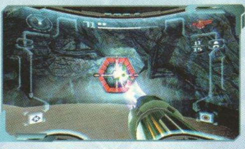
The beast will often jump and hit the ground, causing a quake—leap over the shock waves and return fire. When its life bar is nearly empty, the boss will move very quickly. Use rapid blasts from the Power Beam to get in shots when you can.

TIP

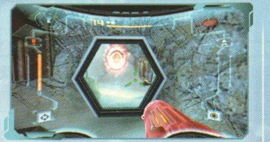
Blast a few Bladepods if you run low on ammo or Energy during the fight, and don't forget to scan the boss before the end!

The Dark Beam

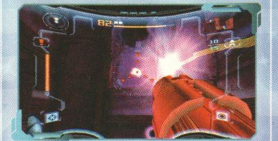
Dark Agon Wastes



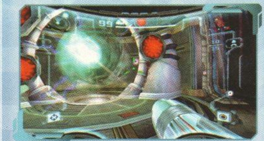
The Space Jump Boots allow you to perform double jumps. After besting the Jump Guardian, leap up and around the room. When you reach a seemingly impassable gap, turn around and look for a ledge above you. Leap to it, then continue around the room, going past the statue. At the top of the room, you'll find a red door—blast it open with a missile and head down the hallway.



Move into the Agon Wastes Dark Temple and scan the wall in front of the entrance. It will tell you that you need three Dark Temple Keys to enter. Turn left and walk down the passage until you see a door on your left. Enter to find the first key.



Backtrack and jump into the middle of the Judgement Pit, then jump and enter the first blue door on your way up the side. Take the shortcut to the Portal Site via Portal Access A. Nail the Lightflyer in Portal Access A with a missile to create a temporary safe zone.



Go to the far side of the Portal Site and double-jump up onto the platform. Then scan the lower-left red spot to activate the portal and return to the Light World.

Agon Wastes

NEW CREATURES

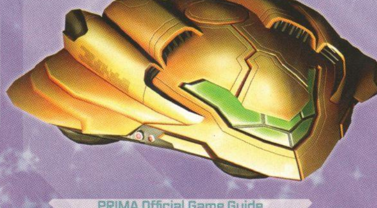
SCANNED?	NAME	ROOM
✓	Vigilance Class Turret	Central Mining Station
✓	Humility Class Turret	Biostorage Access
✓	Tallon Metroid	Biostorage Station
✓	Pirate Aerotrooper	Bioenergy Production
✓	Dark Samus 1	Main Reactor

NEW RESEARCH ENTRIES

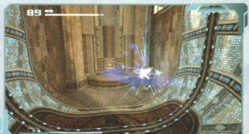
GOT IT?	ENTRY NAME	ROOM
✓	Dark Aether	Command Center
✓	Aether	Command Center
✓	Phazon	Main Reactor

NEW LORE ENTRIES

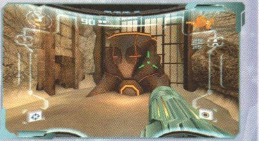
GOT IT?	ENTRY NAME	ROOM
✓	The Stellar Object	Mining Station A
✓	Log 44681 Phazon Operations	Command Center
✓	Log 48853 Local Conflict	Command Center
✓	Log 50086 Great Discoveries	Command Center
✓	Log 54421 Rift Portal	Command Center
✓	Log 62217 Phazon Raids	Command Center
✓	Log 63622 The Hunter	Biostorage Station
✓	Log 67135 Security Breach	Save Station B
✓	Log 69898 Shadow War	Main Reactor



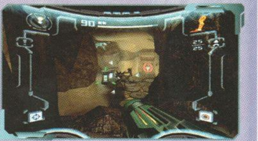
Missile Expansion 4



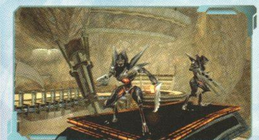
When you used the Bomb Slot at the Portal Site in the Dark World, you opened a new path here in the Light World. Defeat the Pirate Troopers and head through the door at the end of the Portal Terminal. Activate another Bomb Slot and grab the Missile Expansion, then continue to Save Station A. (Wait for the Sandbats to clear out before rolling through the tunnel.)



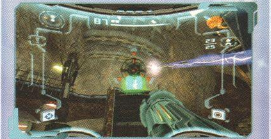
Go back to Mining Station A and go to the statue at the top of the room. Jump onto it, then leap into the nearby passageway. Travel down the hall and scan the panel to open a gate and access a new path through the Agon Wastes.



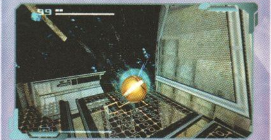
At Central Station Access, a pair of Space Pirates is chumming around next to a pair of Phazon containers. If you sneak up and shoot the containers, the explosion will eliminate the pirates before they know what hit them.



Entering the Central Mining Station, you're drawn into a fierce battle with three waves of Pirate Troopers. Take out the first few groups with Charge Beam blasts and missiles.

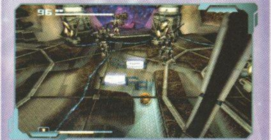


The final two troopers leap into the Vigilance Class Turrets and start firing. Scan the foes while they're in the turrets, as this is a rare chance to claim this Log Book entry. Lock on to the turrets afterward and take them out with a barrage of missiles. Resupply by busting open the various crates.

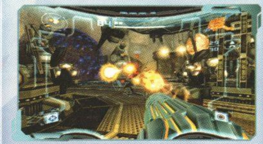


Command Center Access's far door is sealed, so must tunnel under it. Lay a Morph Ball Bomb on the cracked plate at the corner of the room, then drop under the floor and bomb the crates to expose a tunnel. Take the tunnel all the way to the next room.

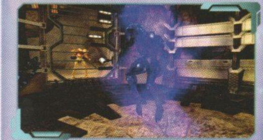
Missile Expansion 5



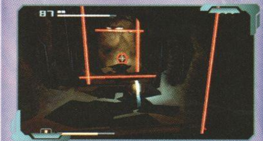
From your vantage point under the Command Center floor, you can see Space Pirates entering a portal to the Dark World. Roll to the right to find a Missile Expansion, then head left to find the exit. Be careful while rolling—bolts of electricity periodically shoot between the blue metal strips, and they'll damage you if you're not watchful.



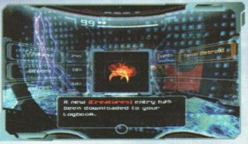
When you're back on your feet, storm the main part of the Control Room and wipe out all hostiles. Scan everything you can afterward for multiple Log Book entries, then take the lift up to the second floor. Dispatch another pirate to open the door at the end of the room.



Proceed to Security Station B, where you encounter your evil, blue twin. Go around the tunnel and into a glass-enclosed room. Scan a computer here to lower a blast door back in the Command Center, then backtrack and enter the door.



Two turrets point at the entrance to Biostorage Access. Blast them with a missile each, then use the Morph Ball to roll under the moving laser grids that block your path.

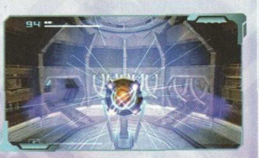


A new [Creatures] entry has been downloaded to your Logbook.

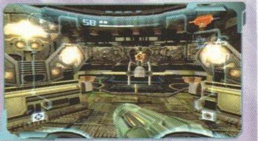
There's an old friend waiting to see you in the upper part of the Biostorage Station—a Metroid. Scan the wee beastie. Then head out the door behind the main tank.

NOTE

Only the Metroids in the long, cracked tank will be recorded in your Log Book; the ones in solitary confinement won't give you the entry.

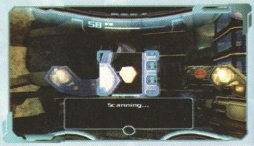


Drop a bomb to rotate the barrier in Security Station A and access the next area.

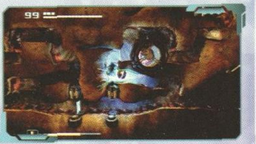


Dispatch the two Pirate Aerotroopers inside the Bioenergy Production chamber with missiles or the Charge Beam, and avoid them when they come crashing down. Scan the control panel on the far side of the room afterward to raise a series of tall platforms; cross the room to access the platform controls.

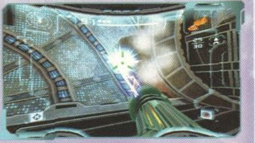
Energy Tank 3



While standing at the controls and looking out at the platforms, lower one platform on the left, two in the middle and three on the right. Then use them to reach an Energy Tank. Reverse the platform's height order afterward so you may access the high door on the opposite side of the room.



In Ventilation Area B, enter Morph Ball form and drop a bomb to reach a tunnel—you'll roll to an area with multiple ledges and lasers. Bomb-jump each time you reach a new ledge, timing it so the lasers don't hit you. (They do a lot of damage, so take it slow.) The next time you pass through this area, you'll have a much easier time, as the lasers that block the bottom path will be gone.

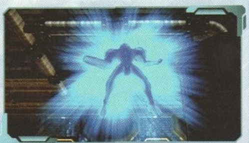


Take a break at Save Station B before advancing to Sand Processing. Once there, destroy the two turrets that pop out of the ceiling, then scan the area to find a weakened section of wall. Hit the wall with a missile to destroy it and reach the last door before your next big battle.

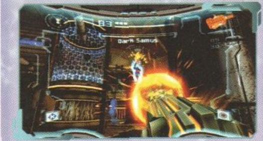
TIP

If you're low on missiles, turn back and blast stuff to stock up before continuing.

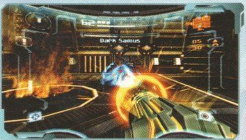
Boss Battle: Dark Samus



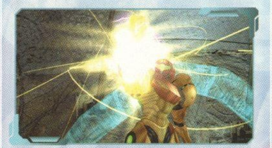
Dark Samus attacks with missiles and a shrapnel beam. Neither weapon is terribly powerful, so you can either hide behind the room's posts or take the hits if you're feeling brave. The boss has a shield, but can raise it for only a short time. If you stand far away and fire missiles as fast as you can, many will breach the shield. It's a good way to damage your doppelganger early on.



Once you whittle away half of Dark Samus's life, the boss will change her attack pattern and begin firing much stronger missiles. Don't take any hits—hide behind the pillars for cover. The four pillars on the outside of the room explode if hit, but the one in the center provides reliable protection.



For a second attack, Dark Samus will hurl herself at you. When she rises into the air and begins to glow, it's time to seek cover. Though the explosion is fierce, the boss is vulnerable for a brief moment afterward. Charge up your Power Beam and run to her side, then wait for her to stop glowing. The moment she does, hit her with the beam.



Upon defeating Dark Samus, take an elevator to the top floor. Enter the blue door and pick up the Dark Beam and a Log Book entry. Once you have them, use the gun to leave the room and to activate the Light Crystal in the following door.

NOTE

The Dark Beam requires ammo to fire, so keep an eye on your reserves. If you run out of juice, you must charge up just to fire a normal blast—useful for opening Dark Beam doors, but not very practical in combat.

The Light Beam

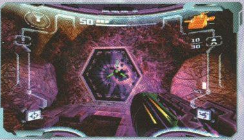
Agon Wastes

NEW CREATURES

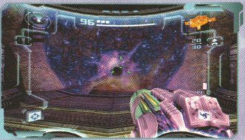
SCANNED?	NAME	ROOM
✓	Pirate Grenadier	Command Center

NEW LORE ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Log 70136 Federation Attack	Security Station B



Use the Dark Beam to open the security doors in Security Station B by targeting the crystal in the center. Then use the weapon again to open the Dark Beam doors and access the other side of Security Station B. Continue to the Command Center.



Beware of the Pirate Grenadier in the Command Center, as this hostile lobs explosives that do a ton of damage. Clear the room with your Power Beam, then shoot the dormant portal with your new Dark Beam to energize it. Step through to return to Dark Aether.

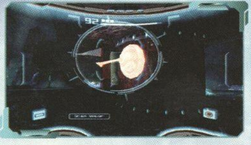
Dark Agon Wastes

NEW CREATURES

SCANNED?	NAME	ROOM
✓	Dark Preed	Doomed Entry

NEW RESEARCH ENTRIES

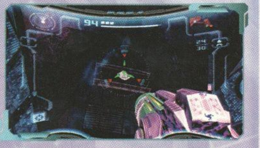
GOT IT?	ENTRY NAME	ROOM
✓	Nullified Beacon	Doomed Entry
✓	Nullified Crystal	Doomed Entry
✓	Light Lift Crystal	Doomed Entry
✓	Dark Lift Crystal	Hall of Stairs
✓	Ingclaw	Watering Hole



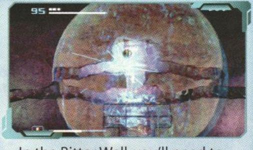
Use your Scan Visor to find a red carving. Blast it with a missile, then fire the Dark Beam at the crystal underneath to lower a platform. Jump on the platform to reach a Dark Temple Key, then exit through the Dark Beam door across the room. Beware the Dark Preeds—they spew deadly gas when defeated.

NOTE

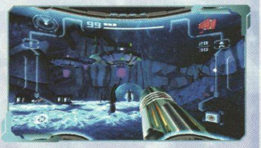
Sometimes you'll come across a crystal or a beacon that doesn't provide any protection. Such items have been "nullified," and they're usually covered by some kind of shield or black ooze. A few shots from the Power Beam will clear up a nullified item. To create a Nullified Beacon or Nullified Crystal so you can add it to the Log Book, shoot a normal Light Crystal or Light Beacon with the Dark Beam. You can do this right now if you like.



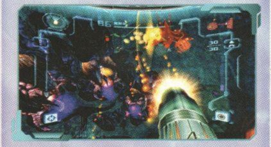
Keep moving until you reach a room called Hall of Stairs. Walk to the far side of the block that's in the middle of the room, and hit the crystal with the Dark Beam. When the platform lowers, jump on top of it, then head for the door at the top of the room.



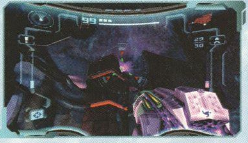
In the Bitter Well, you'll need to use a bomb jump to clear a pool of deadly Phazon. Roll to the right edge of the top cliff and plant a bomb, then lean to the right as soon as the explosion happens. If you time it well, you'll be propelled over the Phazon and to the other side.



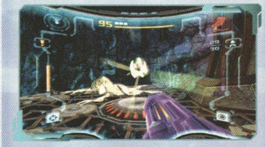
Three control panels in the Phazon Site must be scanned before you can continue. Head first for the one at the top of the room—use the floating platforms to reach it. Then activate the panel on the other side of a stack of crates. Finally, trigger the final panel on the upper ridge to the right of the entrance.



At the Watering Hole, blast the Nullified Crystal with the Power Beam to fix it, then shoot the Lumites from the safety of the crystal's field. Once they're gone, leap across the platforms to the door at the end of the room. Move past the Ingclaws quickly, since they exude toxic gas.



In the Feeding Pit, fall to the safety of the Light Crystal and eliminate the Nightbarbs that circle the pillars. Jump to the opposite side of the room and hit the Light Lift Crystals with the Dark Beam to lower the pillars, then hop to the upper Dark Beam door.



The Ing's laziness is your boon; they've left a powerful weapon lying around with no huge boss to guard it. The Light Beam can cut through the nastiest Dark World enemies in short order. Equip it and take the fight to 'em.

The Dark Suit

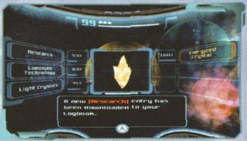
Dark Agon Wastes

NEW RESEARCH ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Webling	Feeding Pit Access
✓	Energized Crystal	Doomed Entry
✓	Energized Beacon	Doomed Entry
✓	Ing Webtrap	Battleground
✓	Light Portal	Dark Oasis

NEW CREATURES

SCANNED?	NAME	ROOM
✓	Darkling Tentacle	Double Path



A new [Research] entry has been downloaded to your Logbook.

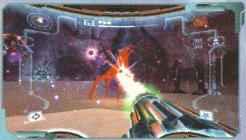
Head back to Doomed Entry, shooting crystals and beacons with the Light Beam to create energized versions. Then scan them and add two new entries to your Log Book. Afterward, head through the Dark Beam door.

NOTE

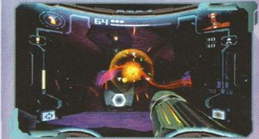
Energized Crystals and Beacons will destroy any Dark World enemy that wanders into the field.

TIP

If you're low on Light Beam ammo, shoot enemies and objects with the Dark Beam to make them cough up the precious stuff, and vice-versa.

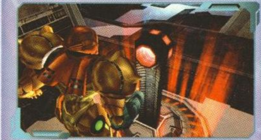


As soon as you approach the Dark Temple Key in the Battleground area, it disappears and you're swarmed by Warrior Ing. Use the Light Beam to make short work of them. (Scan the Ing Webtrap over the door before the fight ends to add it to your Log Book.) After the fight, you'll get the final Dark Temple Key.



Take the lower door through Double Path (the upper door is out of reach). Target and shoot the Darkling Tentacles with the Power Beam to make them retract—you can't destroy them. Double-jump over the toxic sludge to reach the distant door.

Ammo Station



If you like, pop into Ing Cache 3 to visit an Ammo Station, which you may use to replenish your supply of missiles, as well as your Dark and Light Beam ammo. Continue through Doomed Entry and Oasis Access until you reach the portal in Dark Oasis. Use the Light Beam to activate the portal and return to Aether's Light World.

Agon Wastes

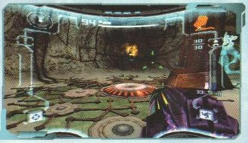
NEW RESEARCH ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Pirate Skiff	Central Mining Station
✓	Dark Portal	Portal Terminal

NEW LORE ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Log 71599 Two Hunters	Central Mining Station
✓	J-Stl's Testament	Central Mining Station

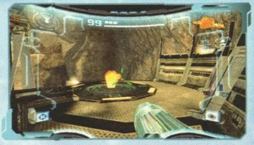
Missile Expansion 6



Upon returning, hang a left and use the nearby Save Station C, then proceed to the bioenergy areas. Pass through a Dark Beam door to find a Missile Expansion in Storage B. You'll also find that the Metroids are now on the loose. They're easy to defeat with a charged Dark Beam shot followed by a missile.

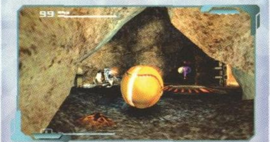
TIP

If a Metroid happens to land on you, drop a Morph Ball Bomb to clear it off.

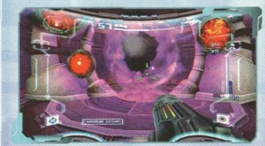


Enter the Central Mining Station through the upper Light Beam door. You'll be able to play with the heavy turrets that the Space Pirates used against you before. Unleash the turrets to wipe out the Pirate Troopers, then blast three gray generators about the room, causing big explosions that alter the environment.

Beam Ammo Expansion 1



After blowing all three generators, drop from the balcony and jump onto the fallen Pirate Skiff (which merits a Log Book scan). From there, leap across the platforms to reach the hole in the far wall left by the second generator explosion. Follow the path and roll through a tunnel to bypass the force field you encounter. A valuable Beam Ammo Expansion awaits on the other side.

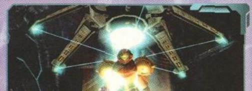


Make your way to Portal Terminal next. When you reach the portal at the end of the room, scan it to activate it. Then step into the Dark World once more.

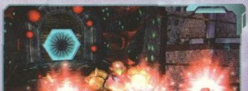
Dark Agon Wastes

NEW CREATURES

SCANNED?	NAME	ROOM
✓	Amorbis 1	Dark Agon Temple
✓	Amorbis 2	Dark Agon Temple

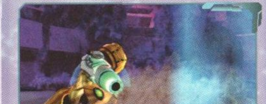


Once you're in the Dark World, head for the Judgment Pit and use the Save Station behind the Dark Beam door. If you are short of Light Beam ammo or missiles, resupply now.

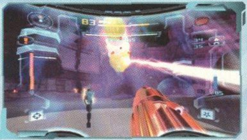


When you reach the Dark Agon Temple, walk into the light to place all three keys and unlock the temple. After the cinematic, jump down to the surface. A big boss battle is about to begin.

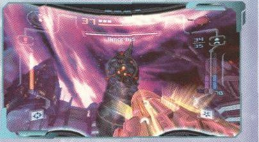
Boss Battle: Amorbis



The guardian of Dark Agon Temple is a huge sandworm called Amorbis. The battle is tough, but the fact that the beast spews Energy pickups when it's hit makes it easier. Stay inside the range of a Light Crystal at all times to heal up and avoid atmospheric damage.



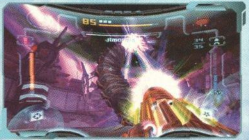
Amorbis dives underground when the battle starts. Keep an eye on the radar to see where the beast will pop up next. As soon as Amorbis leaps into view, start firing away with missiles or the Light Beam. Several hits will get you to the next stage of the battle.



After you strike Amorbis a few times, it will latch on to the sphere in the middle of the temple and transform. Charge up the Light Beam and hit the worm right in the face to break off a part of its shell—it will then try to suck you into its mouth. Roll into Morph Ball form and let the boss suck you in, then plant all of your Morph Ball Bombs to damage it. Amorbis then leaves the sphere, splits into two worms, and the battle begins anew.

TIP

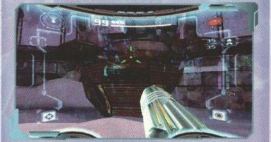
Scan Amorbis while it's in its burrowing form, and again while it's attached to the central sphere, to claim two unique Log Book entries from this battle.



You'll have to fight two Amorbis worms in the second round and three in the third. And they all become tougher as the battle progresses. When you're fighting multiple worms, they sometimes join forces and fire an energy beam at you—tuck into Morph Ball form and roll out of the way. You can also double-jump over the beams as they come toward you.

Restoring Agon Temple

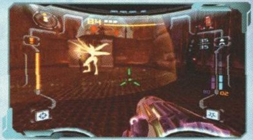
Dark Agon Wastes



After you defeat Amorbis and acquire the Dark Suit, a platform will rise in front of the door to Dark Agon Generator. Enter the room beyond and use the Bomb Slot to reach the generator, then collect the Energy. Head back to the Portal Site, but watch out for Warrior Ing in the Dark Agon Temple and Judgment Pit.

NOTE

The Dark Suit reduces the harmful effect of Dark Aether's atmosphere, slowing the rate of Energy sappage.



In the Portal Site, you will encounter Dark Pirate Troopers that are stronger than their Light World cousins. If you can, lure them into range of a Light Crystal, then hit it with the Light Beam to disintegrate all three pirates in one blow. When you're ready, head into the portal and return to the Light World.

Agon Wastes

When you enter the Agon Energy Controller, you witness a cinematic in which you restore the power to the temple and please U-Mos greatly. Well done!

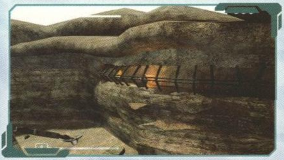
Torvus Temple

When you think of a bog, you might imagine friendly alligators cavorting in the sunshine, trading warm hellos with the locals. Well, that's not what bogs are like at all. Load up the Arm Cannon and get ready to blast anything that moves.

The Super Missile

Temple Grounds

Missile Expansion 7



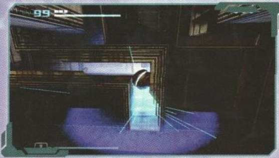
Once you've transferred the energy, it's time to visit an old friend. Head back to the Temple Grounds via the elevator in Industrial Site One. Swing by the Temple Assembly Site and jump onto a short pillar to the left-hand side of the door that leads to the elevator, then jump from there to the cliff. Follow the cliff to a tunnel, then roll down the tunnel and grab a Missile Expansion.

Great Temple

NEW CREATURES

SCANNED?	NAME	ROOM
✓	Harmony Class Drone	Transport C Access

Missile Expansion 8



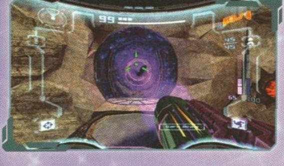
Proceed to the Great Temple. Once there, look for a Morph Ball tunnel in Transport B Access about halfway down the hallway. Roll into the tunnel and use bomb jumps to climb the steps toward another Missile Expansion.

Visit the Main Energy Controller and speak to U-Mos, who tells you about a second temple that exists in the heart of a bog. Go to the Temple Sanctuary and scan the amber door to reach the lift in Temple Transport C. Use the Light Beam on the block that bars your way.

Temple Grounds

NEW LORE ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Cataclysm	Meeting Grounds

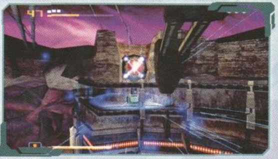


Scan objects on your way to the Hall of Eyes, where you must activate a portal with the Dark Beam and take a detour into Aether's unpleasant side. Stock up on Light Beam ammo before you go.

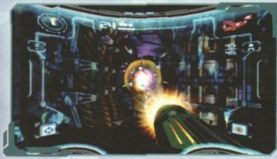
Sky Temple Grounds

NEW CREATURES

SCANNED?	NAME	ROOM
✓	Corrupted Sentreye	Abandoned Base



Shut down the Corrupted Sentreyes in the Abandoned Base with the Power Beam. When you reach the end of the path, roll into Morph Ball form and ride up the piston on the right, then activate a Bomb Slot. Then drop to the floor, ride up the other piston and roll as far as you can before bombing the three remaining slots.

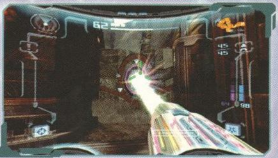


When all four Bomb Slots have been activated, the central gondola becomes active. Jump onto it to catch a ride through the area, but be ready to blast the swarms of Nightbarbs that dive-bomb you. Leap off the gondola and move toward the portal when you reach the end of the line, using it to return to the Light World.

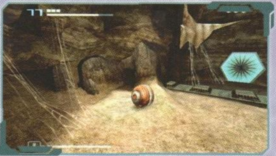
Temple Grounds

NEW LORE ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Age of Anxiety	Path of Eyes



You're now standing in the Path of Eyes. Shoot the Light Crystals you see here to move large blocks into advantageous positions. Some will shift out of your way, while others will move to the middle of the gaps, allowing you to progress. One crystal will pull back to reveal a green door—you'll return to it later, after you have Super Missiles and the Grapple Beam.



Look for a small hole to the left of the Path of Eyes exit. Roll through it until you find new Luminoth Lore and a block with a Dark Crystal in it. If you blast the crystal with the Light Beam, the block will move and reveal a handy shortcut you can use on subsequent trips through the Path of Eyes. Unlock the amber door and take the lift to Torvus Bog.

Torvus Bog

NEW CREATURES

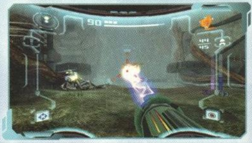
SCANNED?	NAME	ROOM
✓	Shredder	Torvus Lagoon
✓	Hydlings	Torvus Lagoon
✓	Shrieker	Great Bridge
✓	Grenchler	Forgotten Bridge

NEW RESEARCH ENTRIES

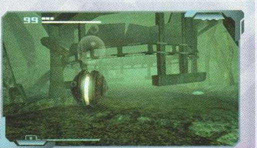
GOT IT?	ENTRY NAME	ROOM
✓	Torvus Bearerpod	Transport to Temple Grounds
✓	Torvus Hanging Pod	Temple Transport Access
✓	Sentinel Crystal	Great Bridge
✓	Bloatsac	Forgotten Bridge

NEW LORE ENTRIES

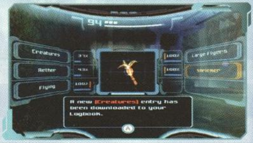
GOT IT?	ENTRY NAME	ROOM
✓	S-Dly's Testament	Torvus Lagoon



Proceed to the Torvus Lagoon, scanning the local plant life for a couple of Log Book entries on your way. Use missiles to obliterate the schools of Shredders at the lagoon, then stop by the Save Station beyond the red door.

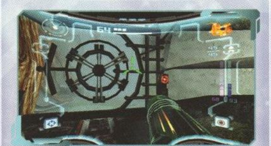


Drop into Torvus Lagoon's water and go through the Dark Beam door. In the Path of Roots, use the Morph Ball to roll under the metal structure.

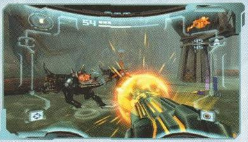


A new [Creatures] entry has been downloaded to your Logbook.

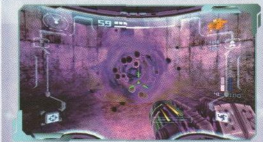
The Cloaked Shriekers you encounter at the Great Bridge are nearly impossible to track without the Echo Visor, which you've yet to find. Scan one if you like and then ignore the creatures; head for the red door in the corner of the room.



Follow the path beyond the Great Bridge's missile door. You appear on the other side of a gate back in Torvus Lagoon. Scan the nearby panel to lower the gate, then continue following the path to reach a Light Beam door.



There are two Grenchlers in Forgotten Bridge. Take them down with shots to their soft backs. (Lock onto the beasts and dash around them to get a clear shot.) Focus on bringing down one beast at a time.



When the Grenchlers are no more, it's time to climb. Head up to the ledge on the right-hand side of the room and notice a Bomb Slot in flux. Cross the bridge next to the slot, then use the Dark Beam to activate the portal and enter the room's evil twin.

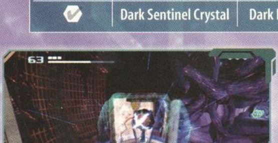
Dark Torvus Bog

NEW RESEARCH ENTRIES

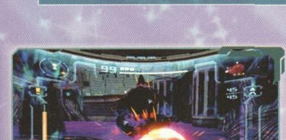
GOT IT?	ENTRY NAME	ROOM
✓	Ingsphere Cache	Dark Forgotten Bridge
✓	Dark Sentinel Crystal	Dark Forgotten Bridge

NEW CREATURES

SCANNED?	NAME	ROOM
✓	Dark Phlogus	Dark Forgotten Bridge



Once you're in the Dark World, cross the bridge again and drop a bomb into the now-active Bomb Slot. Doing so rotates the bridge in both worlds and lets you access a new door. But there's still the matter of getting home....

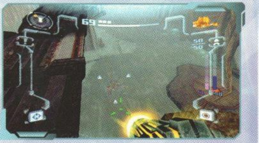


Fall to the lower level (beware the purple water!) and wait for a Dark Phlogus to show its mouth. When it does, shoot the monster to flip it over, then use it as a stepping-stone to reach a pair of tall, mushroomlike platforms. Leap up the 'shrooms to reach the portal and return to the Light World.

Torvus Bog

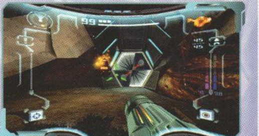
NEW CREATURES

SCANNED?	NAME	ROOM
✓	Dark Pirate Commando	Forgotten Bridge
✓	Sporb	Abandoned Worksite

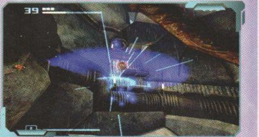


When you return to the light side, you'll face two cloaked Dark Pirate Commandos. Either avoid them until they leave on their own (they bail after a minute or so), or try to defeat them—the easiest way to do so is with a charged Dark Beam blast followed by missiles.

Missile Expansion 9



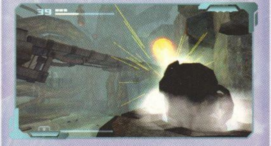
Whether the deadly duo falls or flees, cross the bridge and look for a Missile Expansion floating nearby. Claim the goodie and then head through the newly accessible door at the end of the rotated bridge.



To reach the end of the Abandoned Worksite, you need to use bomb jumps. Drop a bomb next to the ledge you wish to reach, then steer toward the ledge. When the bomb goes off, you'll be propelled to your destination.

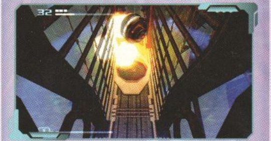
CAUTION

There is a Sporb mounted on the wall in the Abandoned Worksite. It's a plantlike creature with one long tentacle that likes nothing better than grabbing small, round objects. Once it emerges to strike, you can take it out with any weapon you like—but until then, it's invulnerable.

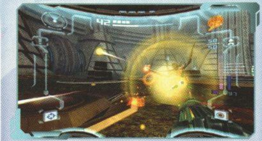


Back at the Great Bridge area, activate the dormant Kinetic Orb Cannon and use it to reach the top of the bridge. Cross the bridge and enter the Dark Beam door.

Energy Tank 4



Bomb the first round hole you see in Temple Access to find an Energy Tank. You'll have to backtrack and repeat the cannon trick at the Great Bridge to get back up here afterward, but that's a small price to pay.



As you run through Torvus Temple to claim the Super Missile, waves of Space Pirates appear and mess up your happy reunion. Use charged Dark Beam shots and missiles to beat them back. Once all hostiles are dispatched, the Super Missile upgrade is yours for the taking.

NOTE

The Super Missile uses five regular missiles to obliterate targets in a single, devastating volley. To launch a Super Missile, just charge up the Power Beam and then press ✚.

The Boost Ball

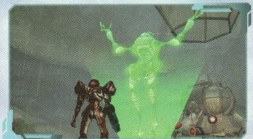
Torvus Bog

NEW LORE ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	The Warped World	Torvus Energy Controller
✓	The Ing Attack	Underground Tunnel

NEW CREATURES

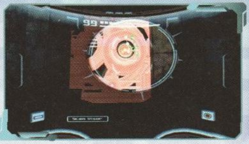
SCANNED?	NAME	ROOM
✓	Pirate Commando	Torvus Grove



After you attain the Super Missile Upgrade, ride the elevator up to the green door that leads to Controller Access, then blow the door open with a Super Missile. Use the Bomb Slot beyond to access the Torvus Energy Controller. Scan the hologram and listen to A-Voq to earn the power to translate emerald Luminoth holograms.

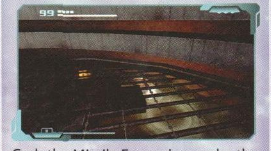
Map Station

Head back to the Great Bridge and scan the emerald door on the ledge. Behind the door is the Map Station for Torvus Bog, which should prove quite handy.

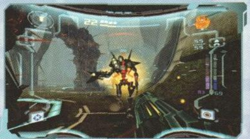


Return to Torvus Temple and scan the hologram in the middle of the room to unlock an elevator. Ride it down, then scan the emerald door and follow the path to the next area.

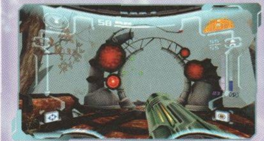
Missile Expansion 10



Grab the Missile Expansion under the grate at the entrance to the Underground Tunnel by simply rolling beneath it, then follow the path, blasting enemies as you go. When you reach a small opening, roll under it with the Morph Ball.



Pirate Commandos ambush you at Torvus Grove, and they're invulnerable while their orange shields are deployed. Two Super Missiles will take down a Commando; charged Dark Beam shots are also quite effective. You can also blast the barrels in the center of the room to cause a helpful explosion. When the Commandos are destroyed, the laser barrier will drop—move on.

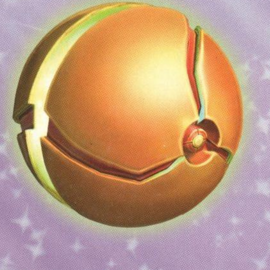


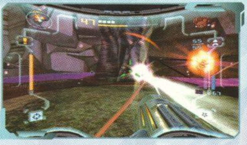
Scan the portal at the edge of Meditation Vista, then step into the Dark World.

Dark Torvus Bog

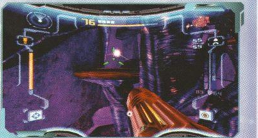
NEW CREATURES

SCANNED?	NAME	ROOM
✓	Hunter Ing	Polluted Mire
✓	Boost Guardian	Dark Torvus Arena

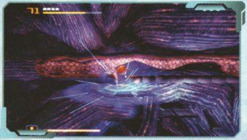




You're now standing in the Polluted Mire, which dangerous enemies called Hunter Ing call home. These creatures phase in and out of existence and are tough to hit. Your best bet is to lure them close to a crystal or beacon, then shoot it with the Light Beam.

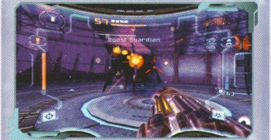


Scale to the top of the area by leaping from one tree-based platform to the next. Your goal is the Dark Beam door at the top of the room.

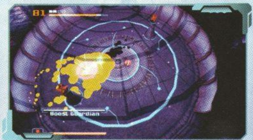


Follow the path through Dark Forgotten Bridge (where you'll see a Morph Ball Spinner that's halfway phased out of existence) to the Dark Arena Tunnel. As you roll through the tunnel, the blocks underneath you disappear. Quickly bomb-jump up at the end of the line to continue.

Boss Battle: Boost Guardian



The Boost Guardian looks and acts much like a Warrior Ing in the initial stages of the fight. When it takes form, hit it with either a charged Light Beam or a Super Missile. If you use the beam, get as close as you can before firing to ensure that the entire spread hits the boss. There are no crystals or beacons about, so you'll need to rely on Inglets for energy.



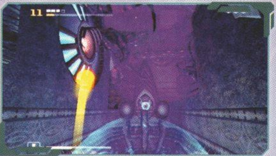
When the Boost Guardian starts zipping around the room, double-jump or enter Morph Ball form to avoid its attacks. After a bit, it will turn into a puddle—roll around and drop bombs on the puddle to make the boss revert to its original form, then continue dishing out the pain until the Boost Ball upgrade is yours.

TIP

A yellow Ultra Energy pick-up pops out whenever the boss smashes one of the room's four pillars. Each of these is worth a full 100 Energy, so be sure to grab them!

The Seeker Missile Launcher

Dark Torvus Bog



On your way back from the Boost Guardian battle, pick up Torvus Bog's first Dark Temple Key, located at the top of the half-pipe at the end of Dark Torvus Arena. To reach it, hold Ⓑ to build up speed, then release Ⓑ while rolling toward one side of the pipe. Immediately press and hold Ⓑ again as you soar up the pipe, releasing it on your way back down. After a couple of trips, you'll reach the top of the pipe and the key. Use the pipe again to escape the room.

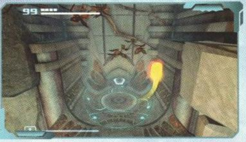
Torvus Bog

NEW CREATURES

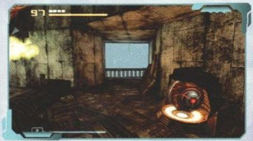
SCANNED?	NAME	ROOM
✓	Krocuss	Grove Access

NEW RESEARCH ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Spinner	Forgotten Bridge

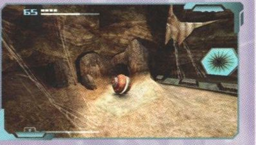


Return to the Light World, go to the door at the end of Torvus Grove and look for the half-pipe there. (Not the giant one in the middle of the room—that's a red herring.) Use the pipe to boost to the top of the room, then follow the path around to a Dark Beam door.

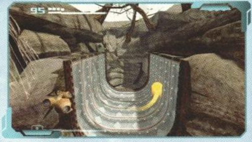


Return to the Forgotten Bridge, curl into a Morph Ball and roll into the Spinner that's sitting by its lonesome. (Scan the Spinner before using it to add it to your Log Book.) Press and hold Ⓑ, releasing to boost in place and activate the Spinner. Keep boosting until you drop a gate in both the Light World and the Dark World. When the deed is done, drop to the ground and leave Torvus Bog, heading back to the Temple Grounds.

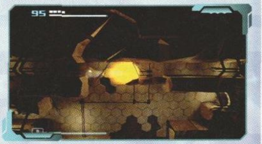
Temple Grounds



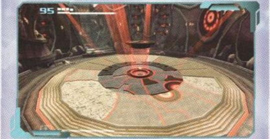
When you reach the Path of Eyes, roll through the hole to the right of the entrance to cut to the exit and bypass all enemies. Use a Super Missile on the door at end of Path of Eyes to unlock the path forward.



Go to the far end of the Meeting Grounds (near the entrance to the elevator) and look for another half-pipe. Boost to reach the top, then roll down the small hole. Move slowly—there's a big drop coming.



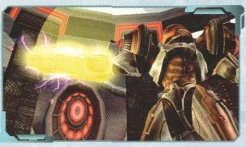
As soon as you switch to a side view, stop moving. Charge your boost and roll slowly to the edge of the white blocks, then release Ⓑ and boost across the disappearing floor. If you miss, you'll have to loop back around and try again.



The Seeker Missile Launcher awaits you at the Hall of Honored Dead, but you must solve a puzzle to get it. Use the room's colored Spinners in the following order: purple, blue, yellow, red. Rotate the floor rings so that they each turn beige in color, working from the outside in.

NOTE

Sometimes an inner floor ring will turn beige before an outer one. When that happens, ignore the inner ring and just keep spinning until the outermost ring becomes beige.



When you've turned all of the floor rings beige, you can walk into the middle of the room and take the Seeker Missile Launcher. This upgrade allows you to fire five separate missiles at five separate targets—or hit the same target five times, if you prefer. To use the launcher, simply press and hold ✚, then move your Arm Cannon around until you start locking on-to targets. (To hit the same target multiple times, move the cursor over it repeatedly.)

The Gravity Boost

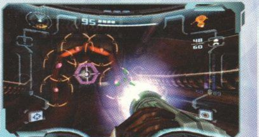
Temple Grounds

NEW CREATURES

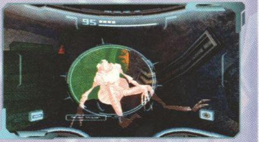
SCANNED?	NAME	ROOM
✓	Dark Missile Trooper	Hive Chamber A

NEW LORE ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	M-Dhe's Testament	Landing Site

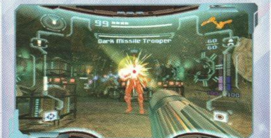


To leave the Hall of Honored Dead, use the Seeker Missile Launcher to target the five purple circles around the door, then let fly with missiles. If you don't hit all five circles, wait a moment for them to respawn, then try again. Once you're free, make your way to your ship at the Landing Site.



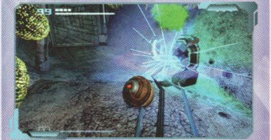
Detour to the Landing Site, then scan a fallen Luminoth for a Log Book entry you couldn't reach before. Refill your weapons and Energy at Samus's ship, then fire the Light Beam at the statue's Dark Crystal to slide it out from the wall—it makes a great step back up.

Missile Expansion 11

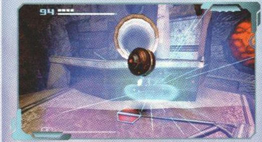


Before heading back to Torvus, detour into Hive Chamber A for a Missile Expansion. You must defeat a powerful Dark Missile Trooper to claim it—use the Light Beam or Super Missiles, and be sure to scan the creature! Collect the Missile Expansion it leaves behind after falling.

Missile Expansion 12



Another Missile Expansion is located behind a sealed tunnel in Hive Chamber B. Locate the cracked, glowing cover that sits next to the tunnel you used at the start of the game and drop a bomb next to it to blast the cover off. Then roll down the tunnel beyond and claim your twelfth Missile Expansion.



That's it for this trip to the Temple Grounds. Make your way back to Torvus Bog by using the ball-sized tunnel in Service Access (next to the Landing Site).

Torvus Bog

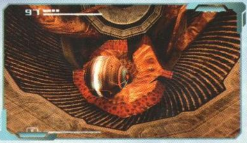
NEW CREATURES

SCANNED?	NAME	ROOM
✓	Preed	Hydrodynamo Station
✓	Blogg	Hydrodynamo Station
✓	Bloggling	Hydrodynamo Station
✓	Seedburster	Training Access

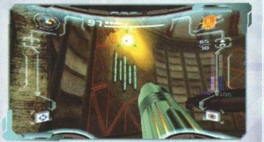
NEW LORE ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Our War Begions	Training Chamber
✓	G-Sch's Testament	Catacombs
✓	Recovering Energy	Catacombs
✓	The New Terror	Gathering Hall

Torvus Temple



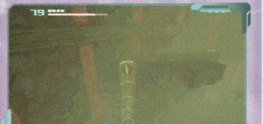
Return to the Torvus Temple and take the elevator down, then look for a Morph Ball tunnel near a red patch of wall. Drop into the tunnel and use the Super Missile to blast the door open—you'll end up in an elevator that takes you to the Hydrodynamo Station.



Save your game at the Save Station beyond the red door at Hyrdodynamo Station's top level. To stop those annoying Preeds from entering the station, blast the small circles on the walls with missiles. When you're ready, drop to the bottom of the room.

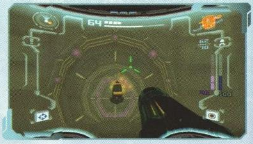
CAUTION

Beware the underwater Bloggs; they're tough customers. Feed them missiles when they rush toward you to quickly obliterate them.

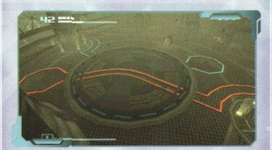


Look for a small depression in the side wall, then roll into it and let a current float you up to a platform. From there, jump to the central platform. Then look for a small bridge that leads to a scannable panel. Scan it to extend a platform above you and unbolt the first of the station's three locks.

Missile Expansion 13

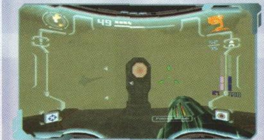


Enter the tube in the middle of the room next—it will take you back to the top. From there, you'll need to descend to the purple door on the other side of the platform you've just extended. Grab the nearby Missile Expansion when you get there, then use a full Seeker Missile Launcher volley to blast open the purple door.

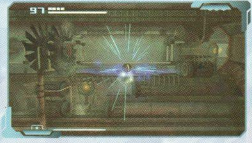


Once in the Training Chamber, drop into the water and take out the Bloggs. When both Bloggs are gone, roll into the Spinner, align the red sections of the floor, and then roll through the resulting tunnel to reach a Dark Beam door.

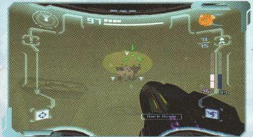
Use the Morph Ball to get through Transit Tunnel East and enter the Catacombs area. Drop into the water there and walk across the bottom until you find a group of platforms that you can use to jump to land. Once there, head for the Dark Beam door on the right-hand side of the room. The path will lead you back to the Hydrodynamo Station.



When you appear in the station, you'll be facing a panel. Scan it to unbolt the station's second lock, then head back to the Training Chamber. (Use Training Access so you can scan the Seedbursters on the way for your Log Book.) Once you're there, use the Spinner to line up the blue parts of the floor, then roll to the Light Beam door and head through.

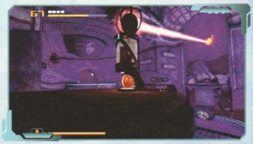


Transit Tunnel West uses a series of currents to move objects through it, but the currents are flowing in the wrong direction. Drop a bomb on the blue panel to access the Bomb Slot below, then plant a bomb in the slot to change the currents' flow.



In the Gathering Hall, drop into the water and shoot the spiky platforms from below with the Dark Beam to flip them over. Then return to dry land and cross the platforms to reach the Bomb Slot on the far side of the room. Bomb the slot to open a gate that blocks a portal, then use the portal to visit the Dark World.

Dark Torvus Bog

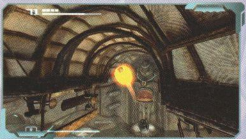


You're now standing in the Crypt. Take out the two Dark Pirate Commandos with either Super Missiles or charged Light Beam assaults. When the coast is clear, jump to the platform and use the Spinner to move the laser, then head back to the Light World.

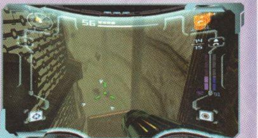
Torvus Bog

NEW CREATURES

SCANNED?	NAME	ROOM
✓	Alpha Blogg	Hydrodynamo Shaft



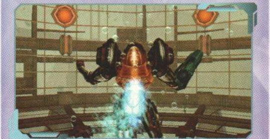
Your Spinner antics in the Dark World have activated a Kinetic Orb Cannon in the Light World. Use it to reach the Light Beam door at the room's highest point, then pass through the door to access the Hydrodynamo Station one last time.



Scan the station's final panel (it's right in front of you as you enter) to raise the main platform off the floor, revealing a lower area. Drop all the way to the bottom and open the lowest door to reach the Hydrodynamo Shaft. Keep descending until you reach the bottom of the shaft.

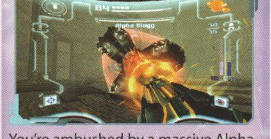
TIP

If you're low on energy or ammo, blast a few Hydlings to refill.

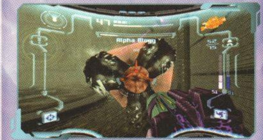


The Gravity Boost awaits collection in a small room at the very bottom of the Hydrodynamo area. This new device lets you move effortlessly in water and float for a time after a double jump—simply press and hold Ⓑ after double-jumping (as long as you're in water).

Boss Battle: Alpha Blogg



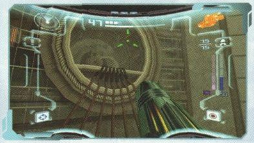
You're ambushed by a massive Alpha Blogg after claiming the Gravity Boost. Like regular Bloggs, the Alpha's only weak point is its mouth. Stay as far from it as you can and charge your Power Beam. When it thrashes a couple of times and then bolts toward you, unleash a Super Missile and sidestep simultaneously.



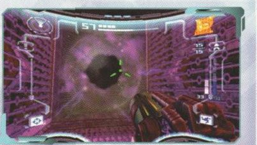
Sometimes the Alpha Blogg will fire sonic blasts—avoid them, or you won't be able to see or fire your weapon for a moment. If you're having trouble hitting the boss with the Super Missile (which can be a chore because of the slight delay in firing), switch to charged Dark Beam blasts. Don't relent until the waters are safe once more.

The Grapple Beam

Torvus Bog

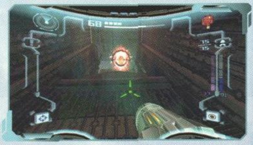


After sinking the Alpha Blogg, jump into the small nook that contains a fan, then leap from there to a small platform on the side of the room. Use a double jump followed by the Gravity Boost to float to the last platform, and the blue door that leads to the exit.



There's a portal waiting for you on top of the half-cylinder at one end of the Hydrodynamo Shaft. Use your newfound Gravity Boost to reach it, and the Dark Beam to make it active.

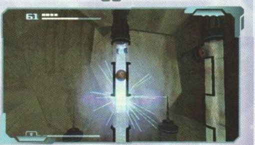
Dark Torvus Bog



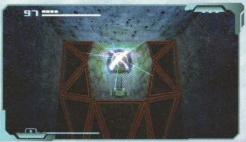
Once you're in the Dark World, grab the Dark Temple Key, then turn around and go back to the Light World—there's nothing else to see here.

Torvus Bog

Energy Tank 5



Travel back to the Catacombs and head for Transit Tunnel East. Activate the Bomb Slot in the tube at the left-hand end, then roll three tubes to the right and bomb your way up to another high slot. Afterward, roll two tubes to the left and bomb your way up to an Energy Tank. It's timed, so work fast or you'll have to start over from the second part of the task.

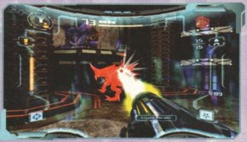


Return to the Catacombs, and this time, head for the underwater Bomb Slot on the far side of the room. Drop a bomb there to lower a gate in front of another portal—you're headed back to Dark Aether.

Dark Torvus Bog

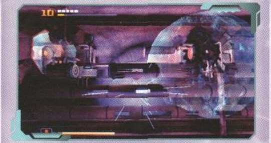
NEW CREATURES

SCANNED?	NAME	ROOM	SCANNED?	NAME	ROOM
✓	Dark Grenchler	Dungeon	✓	Grapple Guardian	Sacrificial Chamber

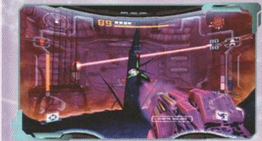


You're now standing in the Dungeon, where Dark Grenchlers lurk. These beasts move and act like their Light World cousins, but they're a bit harder to take down. Even the odds by using charged Light Beam attacks on their vulnerable backsides. Once you blast the beasts, make for Undertransit Two.

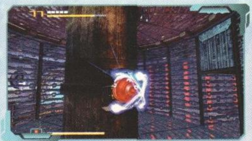
Missile Expansion 14



Pass through Undertransit Two and on to Undertransit One, which you must navigate with bomb jumps. Drop to the bottom tube and roll as far left as you can, then bomb-jump to the top tube and roll through the gear at the top. On the other side, drop to the bottom tube and roll as far right as you can, then bomb-jump up and left (so you're in the middle tube). From there, bomb-jump up and right to claim a hidden Missile Expansion.

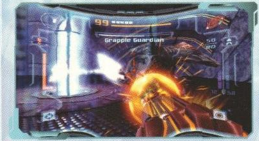


Exiting Undertransit One is much easier—just drop to the bottom pipe and head left, then bomb-jump back to the top pipe to get out. You appear behind a force field in the Crypt. Open it with the Dark Beam and blast the Dark Pirate Troopers, then jump around the room (start by leaping to your right) until you reach the highest platform on the left-hand side. The platforms retract, so time your jumps carefully.

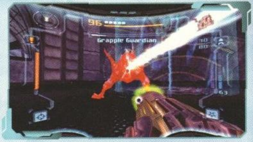


Proceed to the Undertemple Shaft, drop to the bottom of the room and defeat the Hunter Ing—lure them into an energized Light Crystal if possible. After that, use the Kinetic Orb Cannon to launch yourself back to the top of the room. Drop down one level so you're standing on top of a metal cage, then enter the cage and use the Bomb Slot to rotate it. When it stops moving, go through the accessible door and head for another boss battle.

Boss Battle: Grapple Guardian



Scan the Grapple Guardian to expose one of its weaknesses: its eye. Once the eye is purple (scanned), you can unload ammo into it. This makes the boss angry, and it responds by firing its Grapple Beam. When it does so, stand behind one of the two blue pillars—the beam will usually attach to one of them and trap the boss, at which point you can circle-dash behind it and punish the Grapple Guardian's tail with a Super Missile.



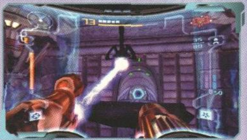
Once the boss's tail falls off, you can't use the pillar-tether trick. You must shoot its eye until you stun the boss (make it rear back in agony), then quickly circle-dash around to whittle health off by assaulting its rump. You don't have much time to slip behind the boss while its stunned, so start charging up a Super Missile the moment you begin circling around. Best the Grapple Guardian to obtain the awesome Grapple Beam.

The Darkburst

Dark Torvus Bog

NEW RESEARCH ENTRIES

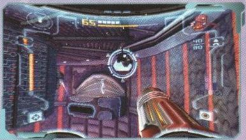
GOT IT?	ENTRY NAME	ROOM
✓	Grapple Point	Sacrificial Chamber



After you strap on the Grapple Beam, climb the pile of rubble at the back of the room and leap from it, over the gap and toward the blue door.

NOTE

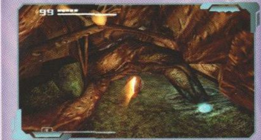
To use the grapple Beam, jump toward a Grapple Point, and press and hold Z. When you swing toward another point, release Z and then hit it again once you're in range of the second Grapple Point.



When you exit the tunnel, turn to the right and look for a Grapple Point. Use it to swing to the nearby platform, then go through the door and head back to the Crypt. Use the portal at the bottom of the Crypt to return to the Light World.

Torvus Bog

Return to the Hydrodynamo Station and use the Save Station at the top if you're so inclined. Then retrace your steps and travel all the way back to the bottom level of Torvus Temple.



Go to the purple door that's hidden behind some brambly roots—you'll need the Morph Ball to reach it. Employ the Seeker Missile Launcher to blast the door open, then ride the elevator that lies beyond; it'll take you to Agon Wastes.

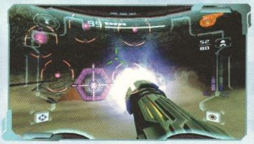
Agon Wastes

NEW CREATURES

SCANNED?	NAME	ROOM
✓	Kralee	Mining Station B

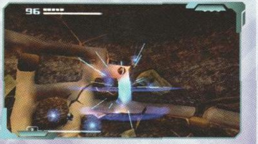
NEW LORE ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	New Weapons	Mining Station B

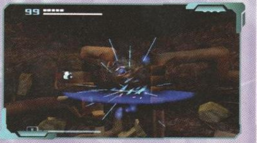


Once you're back in Agon Wastes, make your way to the Dark Beam door in Agon Temple. You can take a couple of different paths—the choice is yours.

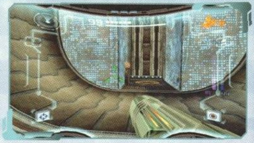
Energy Tank 6



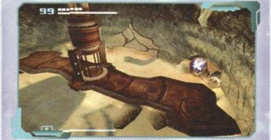
When you reach the Mine Shaft, boost left until you see a square stone with a crack. Perform a double bomb jump to climb onto it (check the "Getting Started" chapter of this guide to learn how to perform this maneuver), then jump left to another ledge.



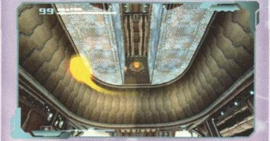
Roll as far left as you can, then keep moving left while the brown blocks vanish so that you roll onto a ledge. Continue left and keep moving until you hit another ledge, then jump onto it. Roll to another set of blocks and keep moving left so you enter the cracked wall. Stay in the middle of the wall (don't roll onto the brown block) and bomb-jump up and left to land on a ledge. Jump up one more time, then keep pressing left until you fall onto the Energy Tank. Whew!



After claiming the Mine Shaft's Energy Tank, roll as far left as you can go to reach a purple door. Head through to reach Mining Station B, then drop to the ground and ignore the first scan panel you see. Instead, walk to the back of the room and scan another panel next to a half-pipe.

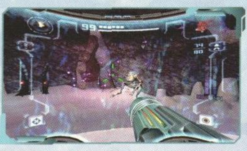


After scanning the panel, backtrack a bit and use the Bomb Slot next to the fallen Luminoth to start the room's drill spinning. Run back to the panel you scanned and use the cannon to reach a second Bomb Slot. Dropping a bomb here raises the drill before the timer runs out, opening a new passage.

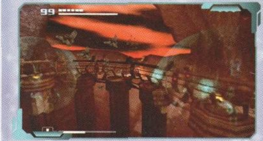


Head back to the half-pipe and boost up to reach a ledge. Follow the ledge up and around until it drops you on the drill. There's a portal on the far side—you know what to do.

Dark Agon Wastes

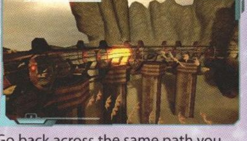


Wait for the Nightbarbs to clear out, then go through the crack in the wall next to another deceased Luminoth. Jump up to the ledge and follow the trail of beacons by leaping from ledge to ledge.



Use the Boost Ball when you enter the open tunnel—Nightbarbs and other flying creatures will damage you otherwise. When you reach the end of the line, fire up the portal and step back into the Light World.

Agon Wastes



Go back across the same path you traversed in the Dark World. As before, fire up the Boost Ball when crossing the exposed section of tunnel. No sense taking damage if you can avoid it. The Darkburst

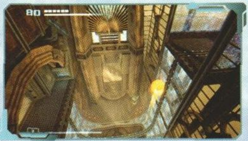
Charge Combo is your reward for all the trouble. The weapon allows you to fire a charged Dark Beam shot that causes massive destruction—just charge up the Dark Beam and then *press ✚. It takes five missiles and* 30 units of Dark Beam ammo each time you use it, but it's well worth the price.

The Dark Visor

Agon Wastes

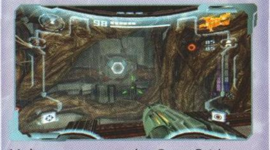
Fire up the Kinetic Orb Cannon near Mining Station B's entrance and use it to get out of the room. Roll back through the Mining Shaft and toward the Dark Beam door. It's a bit of a maze, but if you keep heading right, you'll find your way out.

Missile Expansion 15



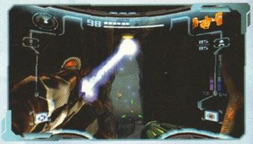
Head back to Torvus Bog via the same elevator you took to get to Agon Wastes. On your way, use the Boost Ball to get to the top of the half-pipe in the Transport Center, then fire up the portal there and step through to grab a Missile Expansion from the Dark World. It's a one-way portal, unfortunately, so you'll need to hike to the Portal Site to return to the Light World.

Torvus Bog

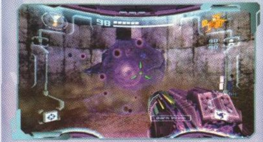


Make your way to the Great Bridge when you arrive at Torvus Bog, and head through the Light Beam door. The door may remain locked until you defeat the Pirate Commandos.

Missile Expansion 16



Use the Grapple Beam to fly over the Abandoned Worksite. Before you enter the Morph Ball tunnel, turn around and grapple to the other side to get a Missile Expansion. When you have it, head back and take the tunnel, then move to the Forgotten Bridge.



Walk out to the middle of the bridge and jump to the ledge under the Spinner. From there, leap right to the portal and use it to enter the Dark World.

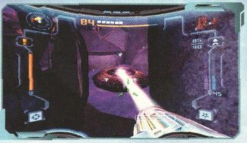
Dark Torvus Bog

NEW CREATURES

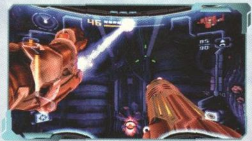
SCANNED?	NAME	ROOM	SCANNED?	NAME	ROOM
✓	Chykka Larva	Dark Torvus Temple	✓	Dark Chykka	Dark Torvus Temple
✓	Dark Shredder	Dark Torvus Temple	✓	Chyklings	Dark Torvus Temple
✓	Chykka	Dark Torvus Temple			

NEW RESEARCH ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Liftvine Crystal	Brooding Ground

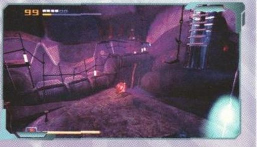


Go through the green door at the end of the bridge, then enter the Brooding Ground and fire the Light Beam at the Liftvine Crystal in the water. Doing so causes it to rise out of the muck and provide a handy temporary platform.



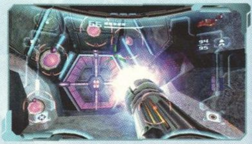
Roll into the tunnel to your left, then use the Grapple Beam to grab Torvus Bog's final Dark Temple Key.

Missile Expansion 17



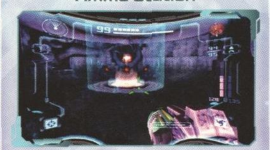
Drop and take a detour through the Dark Beam door to grab a Missile Expansion in Portal Chamber. To get it, move to the side of the room that's closest to the Poisoned Bog, then double-jump up to the small hole in the rock and roll through. Ride the piston down and use the portal to enter the Light World. Now snag the expansion. Use the portal again to return to the Dark World.

Beam Ammo Expansion 2



Head to the Poisoned Bog next and use the Seeker Missile Launcher to open the purple door. Collect a Beam Ammo Expansion from the small Cache A room beyond, then make your way to the Dark Temple, stopping only to use the Save Station behind the red door you encounter en route.

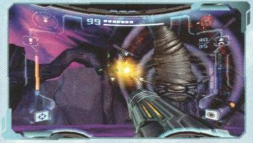
Energy Tank 7 & Ammo Station



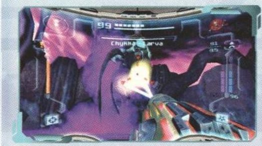
When you enter the bottom of the Dark Torvus Temple, avoid the red glowing area in the middle at all costs. Enter the two doors on the room's outer edges instead—one leads to an Ammo Station that will replenish your arms, the other contains a valuable Energy Tank. After stocking up, enter the red area to proceed to the boss battle.

Boss Battle: Chykka

The Chykka is a multipart boss battle that requires all of your skill and cunning. There are also a number of things to scan during the fight, so if you're trying to fill the Log Book, be sure to get everything. (Check the tables.)



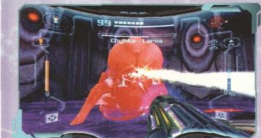
To begin the fight, you must first free the boss from its prison. Target the four spots that hold the giant cocoon in place, and give each one a few shots with the Power Beam.



In the first stage of the battle, the Chykka Larva circles the central platform, surfacing every once in a while. Track it with the Light Beam (you'll need to aim manually) and fire a few shots whenever it pokes out of the water. When the water starts to churn, the larva is about to perform a full-body leap. When it jumps, lock on (the radar helps to locate it) and hit it with a charged Light Beam, then jump over the wave of poison water.

CAUTION

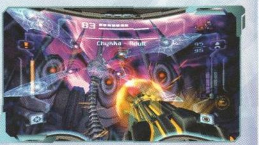
Don't fall into the surrounding liquid—it'll drain your Energy extremely fast.



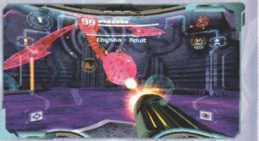
After taking some damage, the larva will occasionally leap onto the platform, land, and try to catch you with it's tongue—dodge and hit it in the face with multiple Light Beam attacks.

TIP

Fire a missile at the Dark Shredders to take them down fast. Or, if you're low on Light Beam ammo, hit the Shredders with the Dark Beam instead.



In the second phase you face the full-grown, adult Chykka. The creature is very agile, so lock on and blast away with the Power Beam. Once the boss is stunned, use the Grapple Beam to swing to a neighboring isle, then target one of the four weak spots on the creature's wings and hit it with a Super Missile from behind.



Once you've blasted all four weak points, the Chykka transforms into a Dark Chykka. The creature's weak point is now its abdomen. Pelt the agile creature with the Power Beam from afar, or if you're feeling daring, swing close and devastate it with a charged Light Beam barrage for maximum impact.

TIP

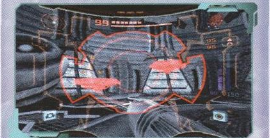
When the Dark Chykka releases Chyklings, take them out with the Darkburst—you'll blast them all at once and score Light Beam ammo in the process.

Chykka Defeated

If you don't defeat the Dark Chykka quickly, it will eventually revert back to adult Chykka form. In this case, you'll need to take out its four wing weak points again so you may damage the Dark Chykka. Keep the pressure on the boss and just keep hammering away until the Dark Visor is yours.

Restoring Torvus Temple

Dark Torvus Bog



With the Chykka defeated, use your newfound Dark Visor to detect a series of invisible floating platforms in the arena. Scale them to reach the Torvus Energy Controller at the top of the room.

Step into the Energy Controller and steal the energy from Dark Aether as you did before. Once it's safely taken, head back to Dark Forgotten Bridge, and use the portal to access the Light World.

Torvus Bog

Hightail it to the Torvus Energy Controller to deposit the Energy you're carrying, restoring the temple to its former glory. Excellent work, bounty hunter; U-Mos will be most pleased.

Sanctuary Temple

It might be called Sanctuary Temple, but don't expect a peaceful welcome. The temple is home to an army of crazed robots who long ago turned against their Luminoth masters. Grant them no mercy, for none will be granted to you.

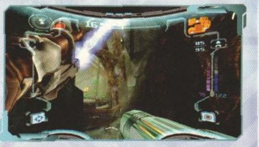
The Spider Ball

Torvus Bog

NEW LORE ENTRIES

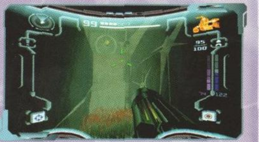
GOT IT?	ENTRY NAME	ROOM
✓	Dark Aether	Path of Roots

Missile Expansion 18



You've restored the energy to Torvus Temple. Now it's time to return to U-Mos at the Great Temple's Main Energy Controller. Start by going to the Path of Roots, where you're able to scan a Luminoth Lore and use the Grapple Beam to snag a Missile Expansion from a high ledge.

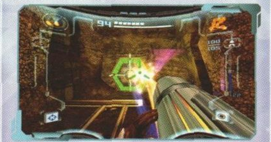
Missile Expansion 19



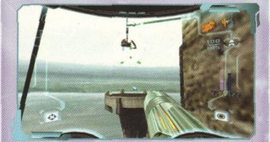
Continue to Torvus Lagoon and drop into the water. Use your Gravity Boost to claim another Missile Expansion from a high, underwater alcove. Afterward, make your way to an elevator that leads back to the Temple Grounds.

Temple Grounds

Energy Tank 8



Don't take the shortcut tunnel when you reach the Path of Eyes. Instead, follow the path and blast a block's crystal with the Dark Beam to move it out of your way, revealing a green door. Hammer the door with a Super Missile to access the Windchamber Gateway.

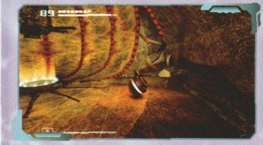


Launch out of a Kinetic Orb Cannon at the Windchamber Gateway, then use the Grapple Beam to claim an Energy Tank. Backtrack out and continue to the Great Temple's Main Energy Controller.

Great Temple

U-Mos is waiting in his usual spot. He'll spin horror stories about the creatures you'll soon face at the Sanctuary Fortress, then send you on your way. Backtrack out and open the Great Temple's last remaining hologram door afterward, which leads toward the Sanctuary Fortress.

Missile Expansion 20



On your way through Transport A Access, roll into the hole where the Save Station is, then drop a bomb next to the pile of rocks. Roll down the new path to reach your 20th Missile Expansion. Save your game and take the transport down to Temple Grounds.

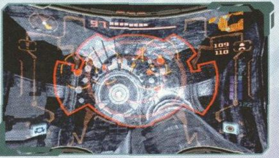
Temple Grounds

NEW CREATURES

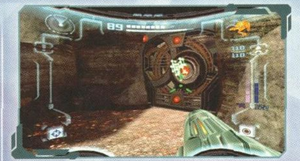
SCANNED?	NAME	ROOM
✓	Luminoth Turret	Fortress Transport Access

NEW LORE ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	The Sky Temple	Fortress Transport Access



When you reach the end of the line in Sacred Bridge, use the Dark Visor to locate five red dots that surround the circular design. Target each with the Seeker Missile, then unleash your arsenal. If you strike all five at once, the design will fall and form a bridge that lets you reach the GFMC Compound.

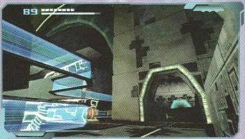


Take out the pirates near the ship in the GFMC Compound, then lower the gate that has an emerald hologram on it, and go through. Follow the path to the end, fragging Luminoth Turrets as you go. (The turrets are a new brand, and they require three missiles to destroy.)

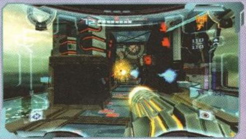
Sanctuary Fortress

NEW CREATURES

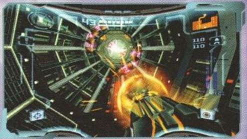
SCANNED?	NAME	ROOM	SCANNED?	NAME	ROOM
✓	Serenity Class Drone	Temple Transport Access	✓	Quad MB	Reactor Core
✓	Octopede	Power Junction	✓	Quad CM	Reactor Core
✓	Rezbit	Reactor Access			



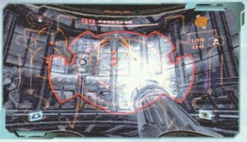
When you reach Sanctuary Fortress, you'll have to drop two security barriers. Blast the two turrets in your way, then scan a panel to lower the first one. The second is activated with a Spinner.



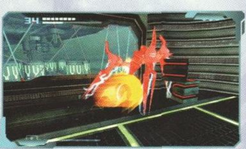
You face a host of Pirate Commandos when crossing the long bridge at Sanctuary Entrance. Use the large crates for cover and pull ammo and energy from the smaller ones if need be. The Darkburst can wipe out a Commando in one shot, but wait for it to drop the shield before you fire. Shooting the barrels of Phazon is also an effective strategy.



The walls of the Power Junction are crawling with Octopedes. The critters aren't particularly dangerous if left alone, but once you shoot them, they'll self-destruct. Shoot from a distance and stay there until they blow up. If you want to avoid their self-destructive ways, blast them with the Dark Beam instead of the Power Beam.

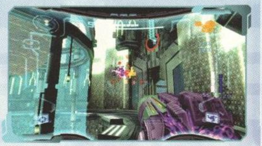


When you reach Reactor Access, turn on the Dark Visor, then examine the area around the circular decoration to find five red circles. Blast all five with the Seeker Missile Launcher to open a new path. When you do, a Rezbit will appear. The creature is quite dangerous and can be tough to eliminate. Charge up the Dark Beam and wait for the Rezbit to drop the blue shield, then fire.

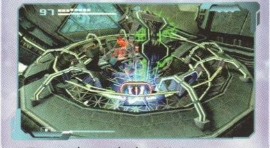


A formidable Quad patrols the hallways of Sanctuary Fortress. First, shoot off its head with a Super Missile. Then, when you see a red light appear beneath the remaining torso, tuck into Morph Ball form and boost into it. You can force the red light to appear by boosting into the Quad while it's spinning about.

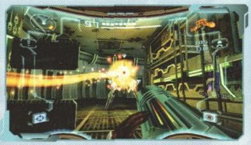
If you destroy a Quad's body before taking out the head, the top portion will detach and begin flying around. Note the color of the shield around the head, then attack with the opposite-colored beam (Dark Beam for white and Light Beam for purple). The head is quick and can be a bit of a pain, so it's best to eliminate the head before the body.



After besting the Quad, save at the Save Station near the Reactor Core, then use the platforms scattered around the Reactor Core's central chamber to climb to the top. Use charged Dark Beam blasts to destroy the Rezbits you encounter as you climb. When you reach the top, go through the blue door.



To get through the Minigyro Chamber, roll into the ring that surrounds the spinning gyro and bomb the slots in the following order: orange, blue, red, green.



The Hall of Combat Mastery is filled with broken-down Quad bodies, along with two functioning units. When you fight the working ones, take out the heads first. If you don't, the heads of the disabled bodies will fly off and attach to another set of legs. When the Quads are down, use the portal to visit the Dark World version of Sanctuary Fortress, a place called the Ing Hive.

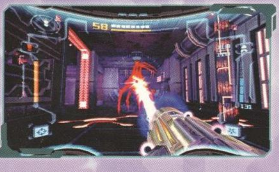
TIP

If you haven't done so already, be sure to scan both the head and torso of a Quad to claim the two Log Book entries for this creature.

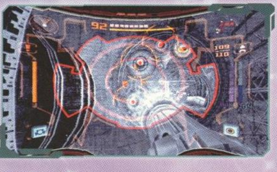
Ing Hive

NEW RESEARCH ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Ingworm Cache	Culling Chamber



Stepping through the portal, you find yourself in the Culling Chamber. Go to the elevator in Central Hive East Transport and ride it to the top floor. Watch out for Warrior Ing along the way.



Blast the Nightbarbs in Hive Dynamo Works with the Power Beam before grappling across the gap. Once you're across, turn around and use the Echo Visor to spot five red circles, then blast them with the Seeker Missile to drop the barrier to a portal. Pass through and return to the Light World.

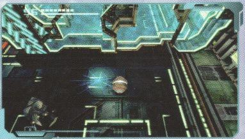
Sanctuary Fortress

NEW CREATURES

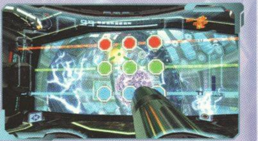
SCANNED?	NAME	ROOM	SCANNED?	NAME	ROOM
✓	Diligence Class Drone	Dynamo Access	✓	Dark Quad CM	Sanctuary Temple
✓	Mechlops	Dynamo Access	✓	Mekenobite	Sanctuary Temple
✓	Dark Quad MB	Sanctuary Temple	✓	Spider Guardian	Dynamo Works

NEW LORE ENTRIES

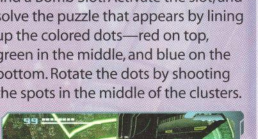
GOT IT?	ENTRY NAME	ROOM
✓	The Final Crusade	Sanctuary Energy Controller



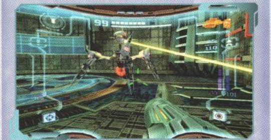
At Dynamo Access, use the Dark Beam to blast the drones, then roll under the floor and drop bombs to disable the Mechlops.



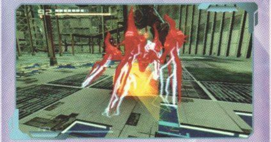
At the Main Gyro Chamber, use the Morph Ball to roll through the right-hand wall, then do so again to find a Bomb Slot. Activate the slot, and solve the puzzle that appears by lining up the colored dots—red on top, green in the middle, and blue on the bottom. Rotate the dots by shooting the spots in the middle of the clusters.



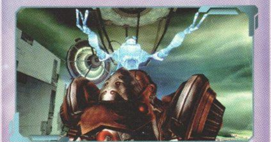
Another Bomb Slot appears when you solve the puzzle. Activate it, then walk on the gyro and use the Spinner to drop part of a wall. Don't go through the wall you've just opened, however; use the nearby lift instead to go up and reach Temple Access.



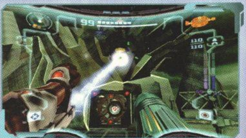
You face another Quad in Temple Access. This time, take out the legs first by boosting into the red light when you see it appear beneath the creature's torso. (In this instance, if you shoot off the head first, more will appear.)



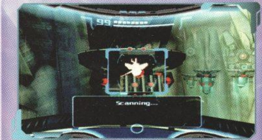
Dispose of the Dark Quads at Sanctuary Temple by taking out their heads and then their torsos. Then climb to the top of the scaffolding and use the Grapple Beam to reach the blue door.



Visit the Sanctuary Energy Controller for another holographic message from a fallen Luminoth. Collect a Lore entry before heading back out to the Sanctuary Temple.

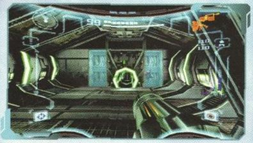


Quickly grapple to the temple's main platform, turn right, and head for the cobalt hologram door. If you move quickly, you can make it to the door without fighting the dangerous Mekenobites that now roam the area. If you are too slow or if you fall, use the Seeker Missile Launcher to target and strike both of each Mekenobite's legs simultaneously, causing them to drop and self-destruct.

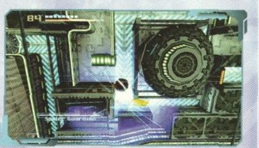


At Worker's Path, leap to the platform farthest from you, then turn around and scan the red section on the side of the previous platform to activate a Kinetic Orb Cannon. Launch across the gap, then head through the door to reach a tough boss fight at Dynamo Works. (The cannon on the far side of Worker's Path is activated in the same manner for when you make a return trip.)

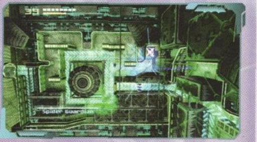
Boss Battle: Spider Guardian



Scan the Spider Guardian before you roll into the tunnel at the beginning of Dynamo Works—if you don't, you'll never get another chance! This boss battle is more like a puzzle than a fight, and parts of it are quite tricky. If you don't have full energy and plenty of patience, come back after you've refilled both.



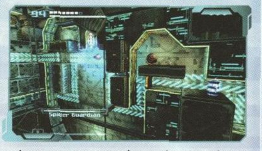
In the first stage of the battle, try dropping bombs on the left-hand side of the lower gap. If the boss hits a bomb, roll left and bomb-jump up the left platforms to escape the boss's electrical field. Drop only two bombs next to the boss—if you drop three, you'll have to wait to generate another bomb for the jump, during which time the boss can hit you.



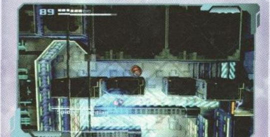
Keep bombing the boss until it glows green. Then hurry and activate the nearby Bomb Slot before the boss changes colors again. This opens a striped panel, allowing the boss to run into an electrically charged pylon. Causing the Spider Guardian to hit these pylons in this fashion is the only way to damage the creature.

NOTE

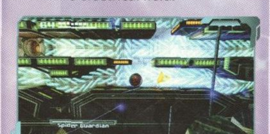
The Spider Guardian has three different colors—red, orange, and green—and the area's Bomb Slots can only be activated while the boss is green.



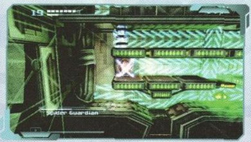
In stage two, try boosting up the half-pipe to get onto the upper-right platform, then fall off your perch and lay bombs in midair as the boss approaches. After you hit the Spider Guardian, use the brief pause to build up speed on the half-pipe and reach the upper-left platform. If the boss turns green, roll to activate the Bomb Slot. If not, repeat the process.



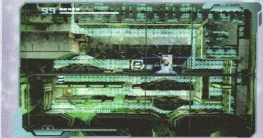
In stage three, get onto the top platform and wait on the left side of the gap. When the boss approaches, drop straight down and lay bombs, then start building speed on the half-pipe and return to the top platform. If the boss turns green, roll down to the Bomb Slot. While hanging out on the top platform, you can roll to the far-left edge to escape the boss's electrical field.



There are three Bomb Slots in stage four, and you must trick the boss into hitting three different pylons to defeat it. Drop to the very bottom and wait just to the right of the overhead platform's central gap. Then drop two bombs for the boss as it approaches from the right. While the boss is stunned, quickly bomb-jump back to the platform directly above you to flee from its path. After the boss moves past, drop back down and prepare to lay another pair of bombs as before.



When the boss turns green, rush to the nearby Bomb Slot and get ready to plant a bomb to activate it—but wait until the Spider Guardian is on the right-hand side of the screen! If it's on the left, it will bounce off the striped panel, and you'll have to start over.



Use the same strategy for the second and third pylons, but always activate the higher Bomb Slots first, working your way down to the lower one (the first one you activated). You don't have a lot of time to reach each slot, so speed is key. Save precious seconds by boosting across small gaps rather than jumping them, and always take the shortest route to each Bomb Slot, even if it means performing a tricky double bomb jump. In many ways, the Spider Guardian is the toughest boss in the game, so don't worry if it takes you a couple of tries to get the hang of the battle. Just focus on not getting hit, and sooner or later, you'll make the perfect run through each slot.

The Power Bomb

Sanctuary Fortress

NEW LORE ENTRIES

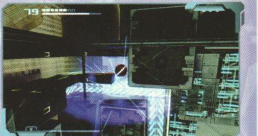
GOT IT?	ENTRY NAME	ROOM
✓	C-Rch's Testament	Dynamo Works
✓	Shattered Hope	Hall of Combat Mastery

NEW RESEARCH ENTRIES

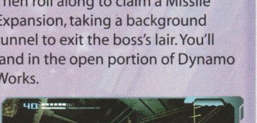
GOT IT?	ENTRY NAME	ROOM
✓	Spider Ball Track	Dynamo Works

Your newfound Spider Ball upgrade lets you cling to Spider Ball Tracks, which appear in a herringbone pattern and are usually red, blue, or bronze. Simply press and hold Z to cling to such tracks, defying the laws of gravity. You can also drop bombs to reach tracks above you, or quickly release Z and reengage to drop and attach to tracks below.

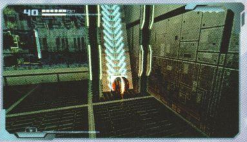
Missile Expansion 21



Use the Spider Ball to get up to a shortcut leading out of the Spider Guardian's lair. Simply make your way up to a high ledge where the third and fourth rooms meet, bomb-jumping to get on top of the ledge. Then roll along to claim a Missile Expansion, taking a background tunnel to exit the boss's lair. You'll land in the open portion of Dynamo Works.

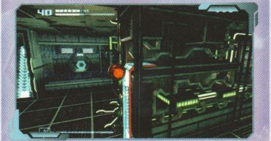


Roll through the open portion of Dynamo Works and climb the far wall via the Spider Ball Track. Scan the Luminoth body on the ledge, then go through the door and take Central Area Transport East down to the first floor.

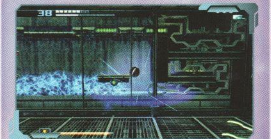


Back in the Hall of Combat Mastery, use the blue Spider Ball Track to get out of the glass room that surrounds the elevator—don't forget to scan the Luminoth Lore first.

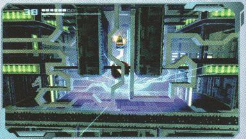
Missile Expansion 22



Roll up another blue Spider Ball Track in the Hall of Combat Mastery, the one that leads into a wall. Follow the trail to a Bomb Slot and activate it. Boost through the flames that follow, then bomb-jump up to the third level.

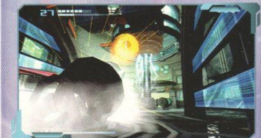


Move left until you reach the far side of the wall, then jump to the highest moving platform. Roll left until you see Phazon, then jump to a platform and use the Spider Ball to grab a moving piece of track.

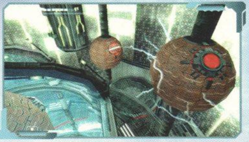


Jump and roll right, then keep going until you see the Missile Expansion overhead. Blast the panel beneath the expansion with a bomb and then jump up to claim it. The exit is close by.

Energy Tank 9

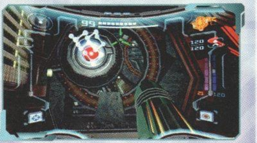


After claiming the Missile Expansion in the Hall of Combat Mastery, backtrack to the Reactor Core. (Boost through the Minigyro Chamber to avoid damage.) Use the Kinetic Orb Cannon there to soar up to the large central orb, holding Z to latch onto it with the Spider Ball. Roll up to a second orb and sit on the red dot, then hold B and release to boost-jump over to a third orb.

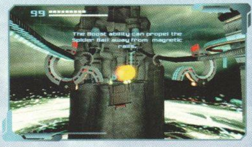


Roll to the third orb's red dot and wait for the electricity to vanish from the next orb in sight, then boost-jump over to that orb. Quickly boost-jump across the remaining orbs until you at last reach an Energy Tank on a remote ledge. Move fast or you'll be shocked and forced to start over.

Map Station



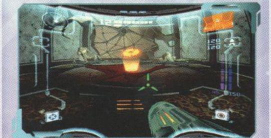
After grabbing the Energy Tank in the Reactor Core, save your game and head for the cobalt door down the hall. The cobalt door protects a Map Station that gives you schematics for Sanctuary Fortress. Once you get the goods, it's time to leave the world of the future behind for a moment and return to Torvus Bog.



The Boost ability can propel the Spider Ball away from magnetic rails.

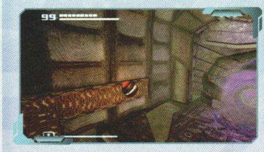
As you try to leave the high-tech world for the murk of the swamp, Dark Samus will reappear and destroy the bridge at Sanctuary Entrance. No matter; look for a Spider Ball Track on the wall behind you, then use it to cross the abyss left by the bridge's demise. (You'll need to boost-jump across the gap in the track halfway across.)

Torvus Bog



Go all the way back to Torvus Bog via the elevator in the Great Temple.

When you enter the swamp, head down to the Hydrodynamo Station. It's a long trip, but you can use the time to scan anything you missed, or pick up some items.



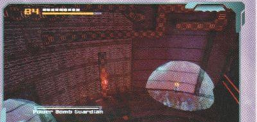
When you reach the Main Hydrochamber, drop to the bottom and locate a Spider Ball Track. (The Scan Visor can help you locate it through the murk.) Ride the track as far as you can, then drop off it to reach a portal. Shoot the portal with the Dark Beam and visit the Dark World for a quick boss fight.

Dark Torvus Bog

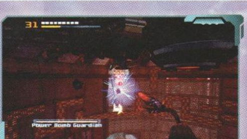
NEW CREATURES

SCANNED?	NAME	ROOM
✓	Power Bomb Guardian	Undertemple

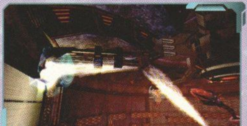
Boss Battle: Power Bomb Guardian



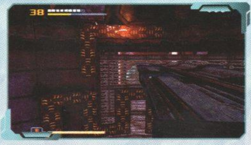
To destroy this boss, you must activate four Bomb Slots along the arena's walls. To start, zoom up the Spider Ball Track that leads up the wall.



The network of tracks above is a bit tricky, requiring you to bomb-jump up to higher segments and drop and latch onto lower ones. Keep moving in one direction, either right or left, and skip past the first Bomb Slot you see, activating the second one instead. Do your best to avoid the boss's attacks along the way.



You fall after activating each Bomb Slot, forcing you to start over from the bottom of the track. Head in the opposite direction on your second trip, again passing the first Bomb Slot you see and activating the farther one. This lets you reach the final two slots without having to travel so far—a welcome advantage, as the boss attacks with greater tenacity each time you trigger a slot.



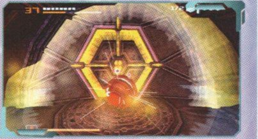
After all four slots have been activated, the ceiling lowers, crushing the Power Bomb Guardian. Travel up the Spider Ball Track once more and follow a stretch that leads up to the top of the room. Drop onto the high ledge to claim the Power Bombs, which you may deploy by pressing ✚ in Morph Ball form.

CAUTION

You have a limited supply of Power Bombs, so don't waste them. Defeat enemies and smash objects to discover more bombs when you're running low.

The Sunburst

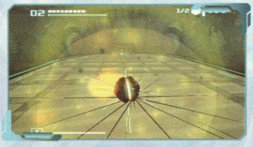
Dark Torvus Bog



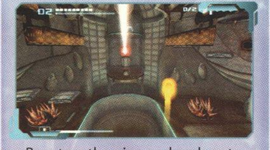
Test out your new toy by rolling up to the yellow door ahead and dropping a Power Bomb. This opens the door, allowing you to exit the area. Head back to Undertemple Shaft and save your game, then head to the Crypt and use the portal there to enter the Light World. There's a closer portal, but this one sets you up to claim a Missile Expansion.

Torvus Bog

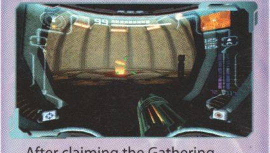
Missile Expansion 23



When you're back in the Light World, you'll be standing in the Gathering Hall—drop a pair of Power Bombs to break the glass and seal under the pool and drain it, revealing a half-pipe.

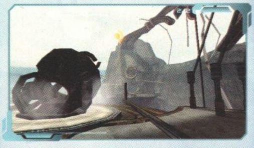


Boost up the pipe and grab onto either side of the Spider Ball Track above. Use a combination of bomb jumps and boost jumps to reach a Bomb Slot. Activate the slot, then repeat the process on the opposite side. Use the Grapple Beam afterward to reach a new platform halfway up the wall, then jump to the Missile Expansion.



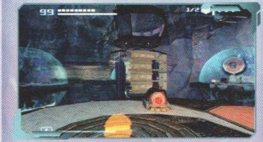
After claiming the Gathering Hall's Missile Expansion, go through the Light Beam door at the top of the room. Leave the underground area and return to Torvus Temple. Continue to the Transport to Temple Grounds and leave Torvus Bog behind.

Temple Grounds

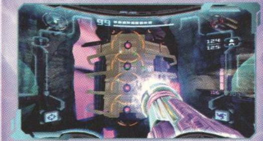


Pass through the Hall of Eyes to reach the Windchamber Gateway, and use a Power Bomb to open the door to the Grand Windchamber. Fire up the Grand Windchamber's portal and warp to the Dark World.

Sky Temple Grounds

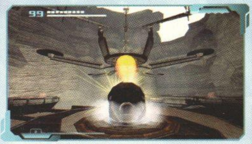


The contraption in the middle of the Ing Windchamber features four locks, each with two separate color settings. Use the Kinetic Orb Cannons to reach the area's four Spinners, using each one to turn all four locks the same color. (Either color is fine.)



Once all four locks are lined up, shoot them all at once with the Seeker Missile Launcher. Repeat the process, turning the locks to the color you didn't use the first time. Then use your Seeker Missile Launcher on the locks again. The locks drop off afterward, giving you access to four new Grapple Points in the Light World. Warp back to the Grand Windchamber.

Temple Grounds



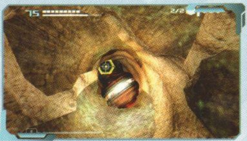
With the locks gone and the Grapple Points in place, swing to the outside platform and use its cannon to reach the middle of the room. Claim the Sunburst upgrade, which allows you to spend 30 units of Light Beam ammo and five missiles to unleash a devastating Sunburst strike—the bane of all Dark World creatures.

NOTE

To fire the Sunburst, charge up the Light Beam and then press ✚.

The Echo Visor

Temple Grounds



Head to the GFMC Compound and open the yellow door with a Power Bomb. Make your way through and return to Sanctuary Fortress.

Sanctuary Fortress

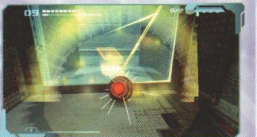
NEW CREATURES

SCANNED?	NAME	ROOM
✓	Ingsmasher	Reactor Access
✓	Dark Samus 2	Aerie

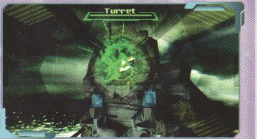
NEW LORE ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Torvus Falls	Sanctuary Entrance
✓	S-Jrs's Testament	Sanctuary Entrance

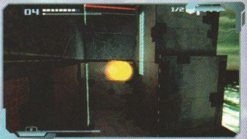
Power Bomb Expansion 1



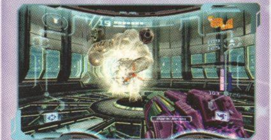
Use the Spider Ball Track to roll across the gap where the bridge used to be. On the other side, drop a Power Bomb to shatter some cracked glass and access a lift. Ride up and scan a panel to activate a Kinetic Orb Cannon, then launch to reach a Spider Ball Track. Follow the track to reach a high ledge with a Heavy Turret.



Use the turret to blast three things: the wall on the far mountainside, the cracked facade on the temple, and a spiky protrusion to the right of the facade. Leave the turret and return across the ruined bridge.



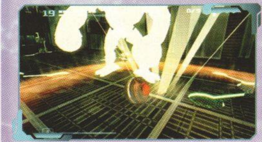
Go to the right of the door leading into the fortress and leap up some ledges to locate another Spider Ball Track. Follow it up to the new hole you just made with the turret, then use the Kinetic Orb Cannon up there to reach a Power Bomb Expansion on a far ledge, giving you an extra bomb to play with.



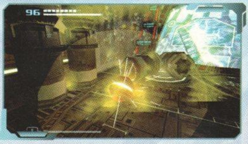
Proceed to Reactor Access, where two Ingsmashers spring to life and attack, one after the other. Get to high ground or leap each brute's shock wave attacks, and wait until it brings up a colored shield. Then hit the creature with a charged shot from the opposite-colored beam weapon to disrupt it. (Dark Beam for a white shield and Light Beam for a purple shield.) After stunning an Ingsmasher with a charged shot, quickly lay a Power Bomb to vaporize it.

TIP

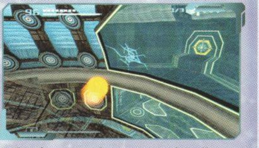
Ingsmashers almost always alternate between purple and white shields. Use this to your advantage and start charging your weapon in anticipation for their next shield.



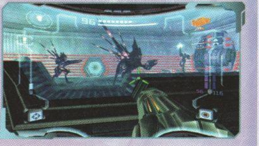
Head through the Hall of Combat Mastery to reach Central Area Transport East. You must defeat more Ingsmashers in the hall to clear the way forward. When you reach the lift, take it to the top floor.



On the top floor of the Main Gyro Chamber, drop a Power Bomb next to the canisters to reveal a Bomb Slot. Activate the slot and line up the colored dots that appear to reveal a second Bomb Slot just as you did before. Activate the second slot to make the second ring of the gyro freeze in place.



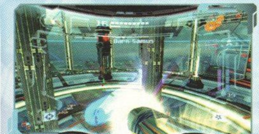
Go down to the gyro and walk along the outer ring, then look for a Spider Ball Track running up the inner right that isn't barred. Roll up the track and boost-jump off the edge to send yourself flying through a cracked pane of glass.



Inside the Checkpoint Station, you'll see Dark Samus destroy a platoon of Dark Pirate Troopers like they were tissue paper. Not good! Stock up on supplies from the boxes and get ready to fight your nemesis anew.

Boss Battle: Dark Samus 2

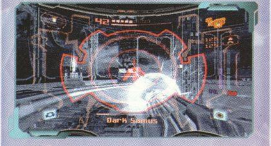
Dark Samus has a few new tricks, and she's just as speedy as ever, making it very difficult for you to use either the Power Bombs or the Sunburst. Stick with more traditional, faster weapons to get the drop on her. Keep moving at all times—a target in motion is harder to hit.



When Dark Samus turns into a Morph Ball and rockets around the room, just jump like crazy and stay off the ground. When she ditches her Morph Ball form, try to lock on and hit her with another charged Light Beam or Power Beam. The best time to strike is just before or after she initiates an attack.

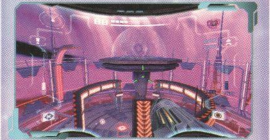
TIP

Another good time to punish Dark Samus is anytime she's rushing toward on foot, closing the distance. Don't waste ammo while she's creating a blue shield—it makes her invulnerable.



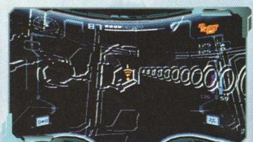
When Dark Samus turns invisible, track her down with the Dark Visor. After a couple of hits, the screen will whitewash and you'll need to switch back to the Combat Visor. Don't forget to scan Dark Samus to add a new Log Book entry!

Ing Hive



When the fight is done, go through the broken window and walk along the edge until you find a portal. Hop through it to visit the Dark World and look for a Spider Ball Track, then roll to the top floor. Use the Spinner to rotate the middle track, then crawl up it and boost off to the far platform. Finally, jump to the central platform and use a second portal there.

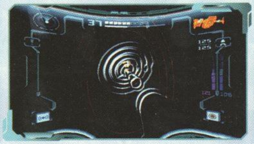
Sanctuary Fortress



The Echo Visor is waiting for you back in the Light World. The device allows you to see things in terms of sound, and comes in very handy when trying to track down unseen foes. Switch it on and use it to identify the devices that are blocking your exit. Shoot each one with the Power Beam to shut them off and activate the elevator so you may exit the arena.

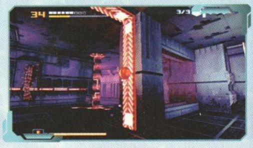
The Screw Attack

Sanctuary Fortress



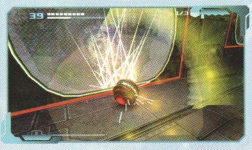
The Checkpoint Station is locked up tight; use the Echo Visor to destroy the invisible device that is keeping it shut. Afterward, head back to Dynamo Works and through to Central Area Transport East. Take the elevator down, then activate and use the portal in the Hall of Combat Mastery.

Ing Hive



Look for a red Spider Ball Track in the Culling Chamber, then use it to roll into the glass-enclosed area, which holds a Dark Temple Key. Drop a bomb on the obstruction, then roll on through and get the key. When you emerge, head back to the Light World.

Sanctuary Fortress

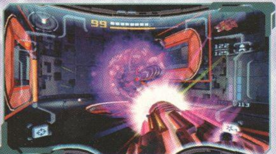


Return to the Minigyro Chamber and boost past the drones. Head for the yellow door on the far side of the Reactor Core. On your way through the Transit Station, drop a Power Bomb in front of the cracked glass and get ready for some good, old-fashioned portal-hopping.

Ing Hive

NEW CREATURES

SCANNED?	NAME	ROOM
✓	Dark Ingsmasher	Hive Portal Chamber



There are two reasons to enter the Dark World at this point. The first is to add the Dark Ingsmasher to your Log Book, and the second is to find a Power Bomb Expansion. Dispose of the creature as you would a normal Ingsmasher, then use the portal behind the spot where it was standing to return to the Light World.

Sanctuary Fortress

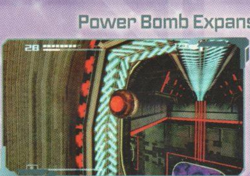
NEW CREATURES

SCANNED?	NAME	ROOM
✓	Caretaker Class Drone	Main Research

NEW LORE ENTRIES

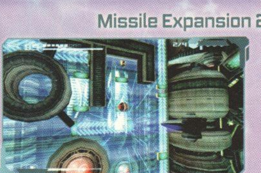
GOT IT?	ENTRY NAME	ROOM
✓	Sanctuary Falls	Main Research

Power Bomb Expansion 2

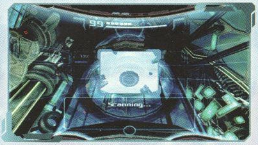


Roll through the nearby tunnel and take another portal to the Dark World. Use the Spider Ball Track there to access another portal, then use another track to cross the room and reach a Power Bomb Expansion. Take the track back out afterward, dropping from the middle to land in the main chamber.

Missile Expansion 24

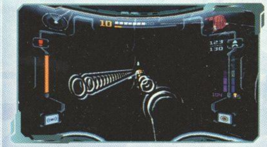


Once you get your prize, head for the far door and proceed to Main Research. Roll along the Spider Ball Track on the wall there, avoiding the moving machinery on your way to grabbing an easy Missile Expansion.



Next, use the Echo Visor to open the door in Main Research and access a portal. Before you step through, scan the Caretaker Class Drone, which is located at the top of the glass-enclosed cylinder in the middle of the room. You won't have a chance to get it later.

Ing Hive

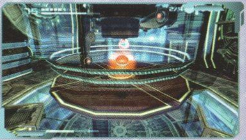


Take down the Hunter Ing, then use the Echo Visor to disable the beacons around the room. When all are down, a door lowers to reveal a panel. Scan the panel, then jump to the bottom of the room and enter the portal there.

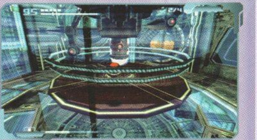
Sanctuary Fortress

NEW LORE ENTRIES

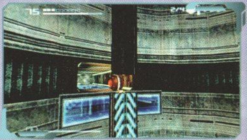
GOT IT?	ENTRY NAME	ROOM
✓	Twilight	Watch Station



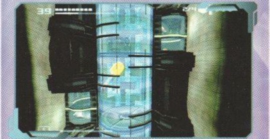
Use the nearby Spider Ball Track and bomb yourself upward at the end. When you do, robot arms appear and start circling the track. Circle and boost-jump around the track to avoid them. When a red bar pops down from the middle of the machine, boost-jump across the track hit it.



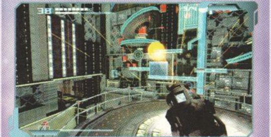
Strike two more red bars in the same manner, then hit the large cylinder that drops in the middle of the room. Follow the Caretaker Class Drone upward and repeat this process twice more on successively smaller sections of track. The boost jump is your best friend throughout this ordeal.



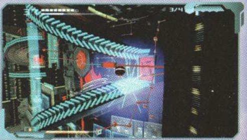
After disabling the Caretaker Class Drone, roll up the Spider Ball Track to reach a door on an elevated ledge and go through.



At Central Area Transport West, use the Echo Visor to locate a troublesome audio menace, then eliminate it to free up a Kinetic Orb Cannon. Shoot up to the top and head for the Watch Station.

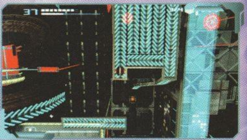


Jump onto the platform and head for the other side of the room, then find the Spider Ball Track and use it to reach the Kinetic Orb Cannon, which launches you to another track.

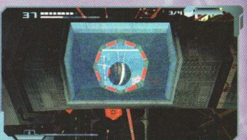


While you're riding the moving track, drop a bomb just as you come to a red set of bars. This propels you to the next stretch of track, and out of harm's way.

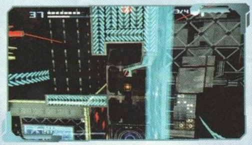
Beam Ammo Expansion 3



When you reach a mass of Spider Ball Tracks, roll to the far left edge and drop to another track. Bomb-jump from there to another pair of moving tracks, and bomb-jump as you pass the red bars again to leap to the next stretch of track as you did before.

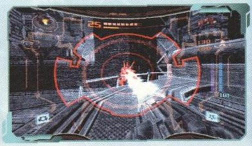


Roll into a tunnel and go right until you see yourself through a pane of glass, then roll away from the camera (into the background) to claim a Beam Ammo Expansion.



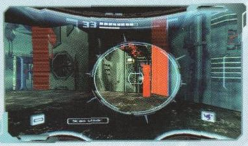
Return to the mass of Spider Ball Tracks, and this time, go right to reach a Bomb Slot. Bombing the slot lets you access a portal—make a trip to the Dark World.

Ing Hive



At the Aerial Training Site, take out the Dark Pirate Commandos and then head through the nearby blue door. Blast all the Dark Preeds out of the way before you attempt to grapple across the gap, then swing through and use the portal on the other side.

Sanctuary Fortress

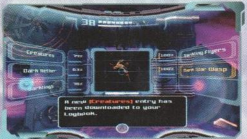


Back in the Light World, go through the blue door above the portal to reach the Vault. Once there, walk to the center of the large cage and descend one level. Scan a panel, then cross the bridge and enter the portal.

Ing Hive

NEW CREATURES

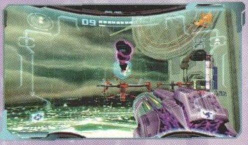
SCANNED?	NAME	ROOM
✓	Dark War Wasp	Vault Attack Portal



A new [Creatures] entry has been downloaded to your Logbook.

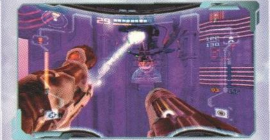
Once in the Dark World, swing all the way across the gap, then turn around and scan the Dark War Wasp. It's a rare creature, and this is by far the easiest place to locate it. After the Log Book entry is made, go through the portal and back to the friendlier confines of the Vault.

Sanctuary Fortress



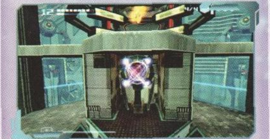
There's no boss guarding the Screw Attack—just five Rezbits. Make short work of each with your Dark Beam as you leap from platform to platform, activating Spinners to lock four lasers in place. With that done, head back to the portal and go through it.

Ing Hive



Grapple back across the gap and enter the other portal.

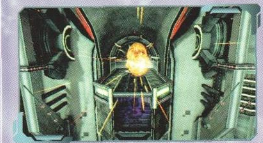
Sanctuary Fortress



Return to the middle of the room and activate the Bomb Slot on the bottom portion of the cage to gain access to the Screw Attack. By double-jumping and then pressing Ⓑ a third time, you can activate the Screw Attack and leap as many as five more times (by continuing to press Ⓑ).

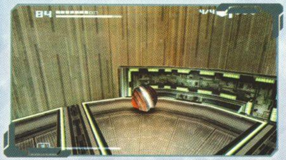
The Annihilator Beam

Sanctuary Fortress



Use your new Screw Attack to cross the gaps in the Vault and Grand Abyss, then head for the Watch Station. Grand Abyss is a great place to practice your Screw Attack leaping technique, which can take some time to get used to.

Missile Expansion 25

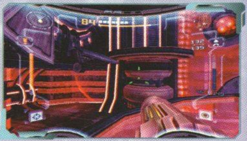


Defeat the pirates in the Watch Station, then use the Screw Attack to reach the far door on the same side of the room as the entrance to Grand Abyss. Fall down the elevator shaft in Sanctuary Station and look for three holes in the ground. Drop into the left hole, then keep rolling right and dropping down shafts to claim a Missile Expansion. Enter Main Research afterward and go through the portal.

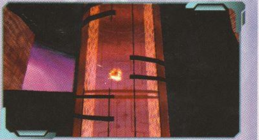
Ing Hive

NEW RESEARCH ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Wall Jump Surface	Central Hive West Transport



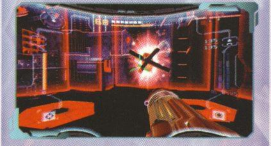
In the Staging Area, jump onto the raised platform that rings the center cylinder, and leap to a platform on the wall. Turn left and jump to another platform, then head through the blue door.



Use the Screw Attack to wall-jump up the Central Hive West Transport.

Wall-jumping is a little tricky at first. Perform a Screw Attack toward the Wall Jump Surface, wait until Samus touches the surface and grabs on, then press Ⓑ again to leap to the other side. Keep it up until you reach the top.

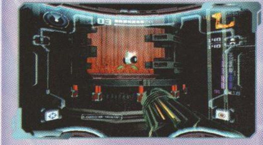
Missile Expansion 26



Grab the Dark Temple Key from the Aerial Training Site, then scan the panel and lower the shield. Get over to the portal and wall-jump up to find a Missile Expansion, then charge the portal and return to Aether's Light World.

Sanctuary Fortress

Energy Tank 10



Enter Watch Station Access and grab your 10th Energy Tank from the ledge. Then either scan the panel to lower some Grapple Points, or simply perform Screw Attacks to cross the chasm. Proceed to Dynamo Works and use the portal there to enter the Dark World.

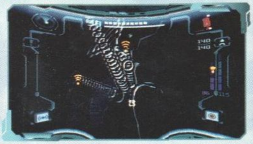
Ing Hive

NEW CREATURES

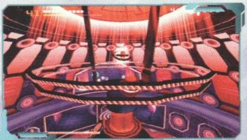
SCANNED?	NAME	ROOM	SCANNED?	NAME	ROOM
✓	Quadraxis	Hive Temple	✓	Stunned Head Module	Hive Temple
✓	Damaged Quadraxis	Hive Temple	✓	Final Head Module	Hive Temple
✓	Shielded Head Module	Hive Temple	✓	Ingstorm	Temple Security Access

NEW RESEARCH ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Super Crystal	Aerial Training Site
✓	Super Beacon	Aerial Training Site



Once in Hive Dynamo Works, go through the Light Beam door. Defeat the Warrior Ing waiting on the other side and use the Echo Visor to unlock the next door.



Jump to the large orb in the middle of Hive Gyro Chamber, and assume your Spider Ball form to reach the top. At the end of the track, boost up to another track, then boost across the circle to snag the last Dark Temple Key. (If you fall off the orb, you'll need to Spider-Ball back up.)

TIP

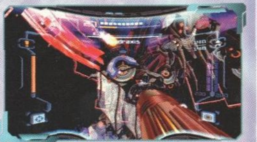
Don't bother leaping along the Hive Gyro Chamber's platforms—the Darkling Tentacles will likely knock you off. Instead, line yourself up with the room of choice and boost-jump your way into it from the orb.

Ammo Station

The top door in Hive Gyro Chamber leads to an Ammo Station. Use it to restock, then go back to the chamber and boost to the red door and a Save Station. When you're ready for battle, go through the door that has red beams of light on either side. Don't touch the light—it will damage you.

Boss Battle: Quadraxis

The fight against Quadraxis is multipart affair, and there are several new scans for your Log Book throughout the battle, so be sure you don't miss them.



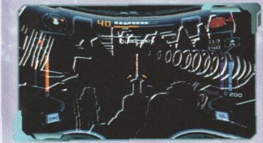
In the first stage, Quadraxis's kneecaps periodically glow blue. Lock on to one and blast it with a pair of Super Missiles while the joint is glowing to collapse the leg. The massive robot speeds up as you blow off each knee joint, however, making the last one fairly hard to hit. To simplify things early on, try firing just one Super Missile at each of the four knees before destroying any—that way you'll only need to hit each of the remaining knees once.

TIP

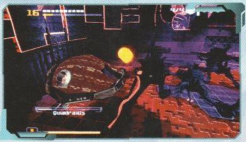
Look for red balls on Quadraxis's feet. If you're low on energy or ammo, use the Boost Ball to roll under the feet and strike them—two hits will disable a ball and spew pick-ups all over the place.

CAUTION

You can leap and dash away from most of Quadraxis's attacks, but the fiend also has a laser targeting system that's not so easy to avoid. When the boss initiates this attack, three targeting rings will appear around you. When this happens, quickly morph and boost to break the lock.



Once Quadraxis's head separates from its body, the second phase of battle begins. Use the Echo Visor to find the antenna that emerges from the body, then destroy it with the Screw Attack or a charged Light Beam blast. This stuns the head; use the same visor to find the head's antennae and destroy them with the Sunburst. Scan three things during this part of the fight—the body, the head, and the stunned head.



In the boss's final form, stun the head with Super Missiles or the Sunburst, then watch for a moment to see which way it drifts. Boost to the next leg it will pass, then Spider-Ball up to the top of the leg and boost off when the head floats by. (A full boost is usually too much, so tone it down a bit.) Hold Z so that you attach to the head, then roll into one of the two holes and drop a regular Morph Ball Bomb. Repeat this and bomb the other hole to send Quadraxis to the scrap heap.

NOTE

The Annihilator Beam is your reward for defeating Quadraxis. This awesome weapon uses both Light and Dark Beam ammo to tear foes to shreds, and its attacks track enemies to ensure you never miss. It's easy to burn through beam ammo with this weapon, so keep a close eye on your reserves.

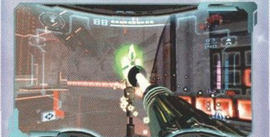
Restoring the Sanctuary Temple

Ing Hive

After defeating Quadraxis, use the Spider Ball to climb to the top of the platform, then jump over to the door that's surrounded by small red squares. Enter the room beyond and perform a familiar ritual—take the power from the Dark Aether Energy Controller.

34
Creatures
Dark Aether
Scanning...

Return to the middle of Hive Temple and pass through the only door other than the one you came through. Scan and then boost through the Ingstorm, then follow the path until you reach the Aerial Training Site.



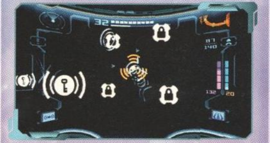
Shoot your Annihilator Beam at a Light Crystal to make a Super Crystal, and at a Light Beacon to make a Super Beacon. (You'll need to stand close to your targets when you shoot to avoid tracking other enemies within range instead.) You can scan both of your creations for new Log Book entries. Use the nearby portal afterward to return to the Light World.

TIP

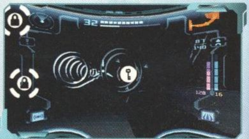
Super Crystals and Super Beacons draw in Ing and destroy them. Make liberal use of this new advantage!

Sanctuary Fortress

Missile Expansion 27



At Sentinel's Path, you encounter a new Echo Door that's sealed with a system of locks. Put on the Echo Visor, then blast the yellow symbol in the middle of the door with the Annihilator Beam. Listen closely to the pattern of sounds and try to remember the tone of each note.



Next, shoot the nearby Echo Key Beams in the corresponding order to recreate the note pattern and open the door. It takes a bit of trial and error to open these Echo Doors, as you won't know what sounds the keys make until you shoot them. Any incorrect notes you strike reset the sequence—keep trying until you get it right and claim a Missile Expansion.

Reach the Sanctuary Energy Controller to transfer the energy you're carrying back to the temple. Congratulations. All the energy the Ing have stolen from Aether's three temples has been restored!

Sky Temple

Not content with oozing around the ground like overgrown mud puddles, the Ing have taken up residence inside a flying fortress. Their leaders have nowhere to run—the time has come to purge this dark blight from existence.

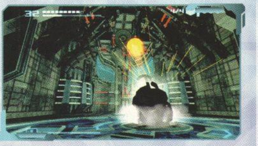
Sonic Boom

Sanctuary Fortress

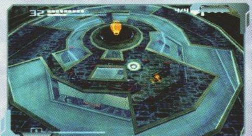
NEW LORE ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Agon Falls	Main Gyro Chamber

Missile Expansion 28

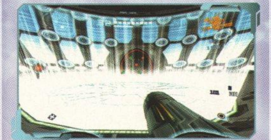


Before returning to U-Mos, make a short detour for a valuable upgrade and several worthy expansions. Go to Temple Access and turn on the Dark Visor to locate four red circles on the wall. Use the Seeker Missile to hit them and activate a Kinetic Orb Cannon, then blast yourself over the barrier.

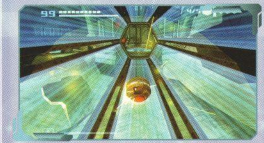


When you land, use the Echo Visor to disable an audio signal, then run to the cannon and shoot yourself over the barrier again to earn a Missile Expansion.

Power Bomb Expansion 3



Enter the Main Gyro Chamber and take the elevators all the way down to the bottom floor. Scan the Luminoth Lore on the wall, then open the Echo Door to reveal a Kinetic Orb Cannon. Use the cannon to reach a Power Bomb Expansion.



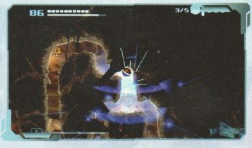
Go through Dynamo Access and Dynamo Works to Central Area Transport East and take the elevator. Head toward the portal in the Hall of Combat Mastery, then drop a Power Bomb while you're inside the glass-enclosed walkway to clear a path to a door. Go through the door to reach an elevator, then ride the lift to Agon Wastes.

Agon Wastes

NEW LORE ENTRIES

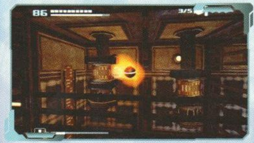
GOT IT?	ENTRY NAME	ROOM
✓	B-Stl's Testament	Main Reactor

Missile Expansion 29

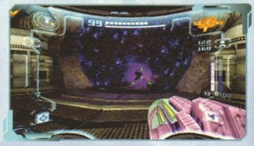


Use a Power Bomb to get through the door and enter Ventilation Area A. Roll right, dispatch a Pillbug, then double bomb-jump onto the block. Double bomb-jump again to reach the level above you, then roll to the left to pick up a Missile Expansion. Proceed through the Light Beam door afterward.

Missile Expansion 30



Scan the Luminoth body in the Main Reactor, then locate a Spider Ball track on the bottom floor near the elevator. (Not the track that leads up to a fallen Luminoth—the one to the right of that.) Take the track and boost-jump to reach the next track that wraps around a piston, and continue boost-jumping to the right, timing your leaps so you fly through the gaps in the metal walls. At the end of the line, drop a regular bomb on the glass circle to claim another Missile Expansion.

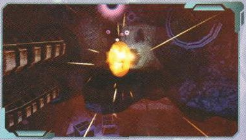


Make for the portal in the Command Center next and enter the Dark World. Move with purpose until you reach the Phazon Site.

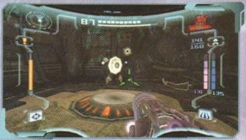
Dark Agon Wastes

NEW CREATURES

SCANNED?	NAME	ROOM
✓	Dark Tallon Metroid	Phazon Site



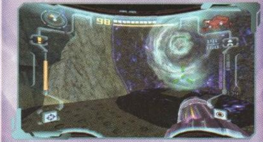
At the Phazon Site, you find a swarm of Dark Tallon Metroids. Hit each one with a charged Light Beam shot followed by a missile. If they land on you, drop a Power Bomb to blast the critters into nothingness. When the coast is clear, hop to the middle platform, then use the Screw Attack to reach the far door.



The door leads to Ing Cache 2, where the Sonic Boom upgrade for your Annihilator Beam is stored. The attack demands 30 units of both Light Ammo and Dark Ammo, plus five missiles. It's pricey, but the ensuing explosion is powerful enough to wipe out nearly anything. Charge the Annihilator Beam and press ✚ to unleash a Sonic Boom.

The Light Suit

Dark Agon Wastes



After you add the Sonic Boom to your collection, head back to Dark Oasis and enter the portal that whisks you to the Light World.

Agon Wastes

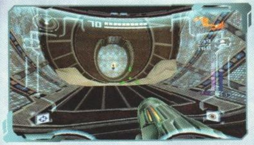
NEW CREATURES

SCANNED?	NAME	ROOM
✓	Infant Tallon Metroid	Biostorage Station

NEW RESEARCH ENTRIES

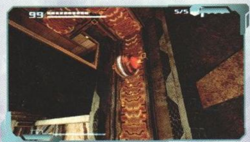
GOT IT?	ENTRY NAME	ROOM
✓	Metroid Cocoon	Biostorage Station

Missile Expansion 31

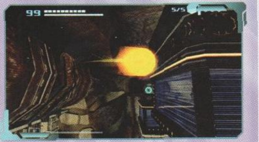


Go to Sand Processing and boost up the half pipe to reach a small tunnel that leads to a little control room. Scan the panel and use a Bomb Slot to drain the sand from the other section of Sand Processing, then roll back out and collect the exposed Missile Expansion.

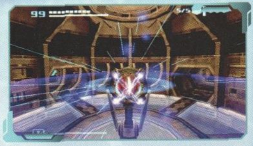
Missile Expansion 32



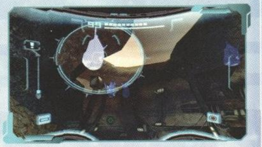
Continue to Bioenergy Production and scan the control panel on one side of the room to raise the central platforms. Then roll up the Spider Ball Track located behind the control panels on the opposite side of the room.



Boost-jump along the track as necessary, and when you reach the middle of the room, boost to the track that wraps around the middle raised platform. Roll to the platform's other side and boost to the ledge with a green door. Open the door with a Super Missile and claim the Missile Expansion from the room beyond.

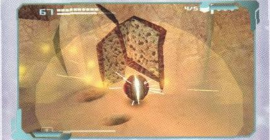


Continue toward Security Station A, where you must activate a Bomb Slot to open the way forward.



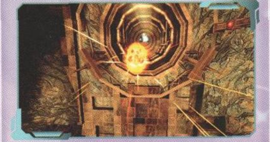
Main Research is infested with Infant Tallon Metroids. Scan them and their cocoons, then proceed to the Command Center.

Missile Expansion 33



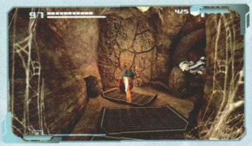
Exit the Command Center through Command Center Access, then head to Mining Station A. Use a Power Bomb to shatter the cracked east wall (spot the wall with your Scan Visor) and reveal a Kinetic Orb Cannon, which launches you to a high Spider Ball Track. Roll to reach a Missile Expansion.

Energy Tank 11



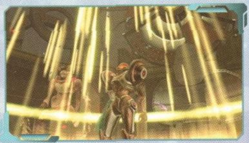
Proceed to the Mining Plaza, turn on your Echo Visor and blast three audio devices in the area to reveal a small alcove in the cliff face. Climb to a high vantage and use the Screw Attack to reach the Energy Tank stashed within. After claiming the prize, head to Transport to Temple Grounds and ride up the elevator.

Temple Grounds



Head through the Industrial Site and into the Collapsed Tunnel, then move on to the Temple Assembly Site. Make for the lift and go to the Great Temple.

Great Temple



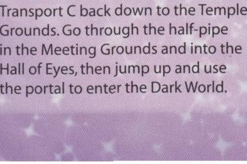
Continue to the top of the temple and pay a visit to U-Mos at the Main Energy Controller. With the all three temples' energy restored, the grateful Luminoth is now able to bestow the awesome Light Suit upon you.

NOTE

The Light Suit fully protects you from the Dark World's atmosphere and poisonous waters—no more energy sapping for you. In addition, it allows you to ride on beams of light, using them as transports between Aether's temples.

The Sky Temple Keys

Temple Grounds



Bid U-Mos farewell and take Temple Transport C back down to the Temple Grounds. Go through the half-pipe in the Meeting Grounds and into the Hall of Eyes, then jump up and use the portal to enter the Dark World.

Sky Temple Grounds

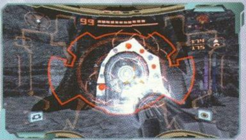
NEW LORE ENTRIES

GOT IT?	ENTRY NAME	ROOM	GOT IT?	ENTRY NAME	ROOM
✓	A-Kul's Testament	Sky Temple Gateway	✓	S-Jrs's Key	Sky Temple Gateway
✓	J-Stl's Key	Sky Temple Gateway	✓	C-Rch's Key	Sky Temple Gateway
✓	B-Stl's Key	Sky Temple Gateway	✓	D-Isl's Key	Sky Temple Gateway
✓	S-Dly's Key	Sky Temple Gateway	✓	M-Dhe's Key	Sky Temple Gateway
✓	G-Sch's Key	Sky Temple Gateway	✓	J-Fme's Key	Sky Temple Gateway

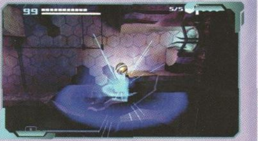
NEW RESEARCH ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Flying Ing Cache	Defiled Shrine

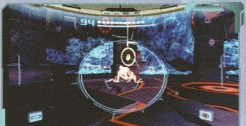
Missile Expansion 34



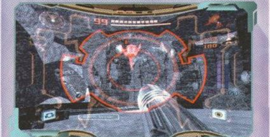
At Base Access, drop off the ledge and blast open the green door, then walk until you find a large structure with a door in it. Use the Dark Visor and the Seeker Missile Launcher to open the door and claim a Missile Expansion, then head for Shrine Access.



Roll through the tunnel at Shrine Access, using bomb jumps as necessary to clear obstacles. On the other end, blast the Corrupted Sentreyes with the Power Beam to stun them, then go through the purple door to reach the Sky Temple Gateway.

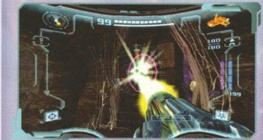


Sky Temple Gateway is your portal to the stars. To use it, you must find nine Sky Temple Keys that have been scattered all over Aether's Dark World. For now, just scan everything in sight—there's quite a list—then leave the room with new clues in hand.



Head out of Sky Temple Gateway and keep walking until you hit a green door. Pass through it, then use the Dark Visor to detect a Flying Ing Cache. Shoot it once, scan it with the Scan Visor, then blast it out of existence. It leaves a Sky Temple Key behind—the first of the nine. Enter the nearby portal afterward to return to the Light World.

Temple Grounds



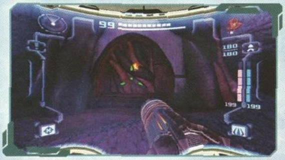
Cut through the Landing Site (save and refill your ammo and Energy at your ship), then head for the Temple Assembly Site. When you arrive, look for a block with a Dark Crystal on it, then shoot the crystal with the Light Beam to expose a portal. Head on through.

Sky Temple Grounds

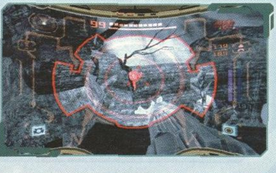
NEW RESEARCH ENTRIES

GOT IT?	ENTRY NAME	ROOM
✓	Dormant Ingclaw	Accursed Lake

Missile Expansion 35



Grab the Missile Expansion that's sitting *all by its* lonesome, then turn around and go through the purple door. Blast the Venom Weed to avoid damage.



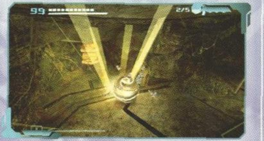
Now that you have the Light Suit, you can dive into the Accursed Lake's purple waters without fear. The Flying Ing Cache is in the far corner of the room—*blast it once with the Dark Visor, then wait for it to drift to* a position where you can grab the key before finishing it off. If the key is in a tough spot, use the Screw Attack to reach it. Return to the Light World after you get it.

Temple Grounds

NEW LORE ENTRIES

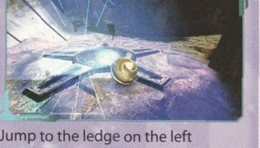
GOT IT?	ENTRY NAME	ROOM
✓	D-Isl's Testament	Storage Cavern A

Power Bomb Expansion 4



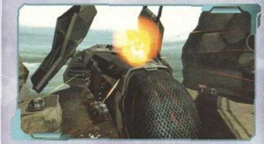
Use a Power Bomb to blast through the security gate in Dynamo Chamber, then drop another of the big bombs next to the cracked section of wall to find a Power Bomb Expansion. Leave the chamber and head for Storage Cavern A, just to the side of the Communication Area.

Missile Expansion 36



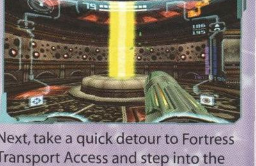
Jump to the ledge on the left side of Communication Area and use a regular bomb to break the round glass structure for a Missile Expansion. Leap from the nearby square statue afterward to reach the other side, then cross the bridge to reach Storage Cavern A. Once there, scan the fallen Luminoth and then backtrack out, using Power Bombs to obliterate the gates you encounter in the Trooper Security Station as you head toward the GFMC Compound.

Missile Expansion 37



At the GFMC Compound, leap to the top of the battered ship by performing a Screw Attack from the ledge where PFC I. Crany's body lies. The expansion sits at the far end of the ship's roof.

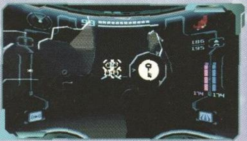
Energy Tank 12



Next, take a quick detour to Fortress Transport Access and step into the bright yellow beam of light for an Energy Tank. Return to the GFMC Compound afterward and work your way to the portal in Sacred Path.

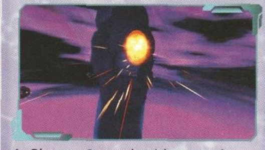
Sky Temple Grounds

Beam Ammo Expansion 4

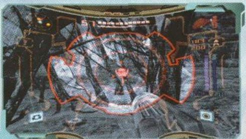


Use the Echo Visor to open the door in Profane Path and claim the final Beam Ammo Expansion. Then proceed to Phazon Pit, dispatching the Dark Tallon Metroid with a few charged Light or Dark Beam blasts.

Missile Expansion 38



At Phazon Grounds, either use the Dark Visor to find floating platforms, or leap to the far Missile Expansion with the Screw Attack (which has the added bonus of killing any roaming Metroids that get in your way). Proceed through the purple door when you're done.



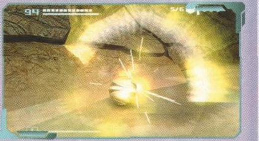
Jump up to the top of the Reliquary Grounds and make for the blue door at the end of the room. Inside the Ing Reliquary, use the Dark Visor to find another Sky Temple Key. You've now collected all of the Sky Temple Keys in Temple Grounds. Make your way back to the Great Temple.

Great Temple

Step into the portal in the center of the Main Energy Controller area to activate the energy transport system. Move your cursor so Agon Wastes is the highlighted map, then press Ⓐ to be sent on your way.

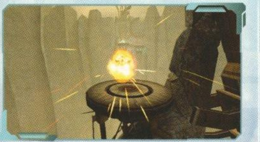
Agon Wastes

Missile Expansion 39



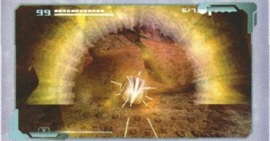
Make a quick stop in Mining Station B and blast the cracked wall with a Power Bomb to access a Missile Expansion.

Power Bomb Expansion 5



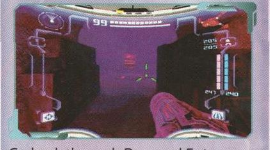
Head back to Sandcanyon and use the Screw Attack to reach the sculpture in the middle of the room. Drop a Power Bomb to break off part of the sculpture and get a Power Bomb Expansion. Head to the Command Center afterward and take the portal to the Dark World.

Dark Agon Wastes

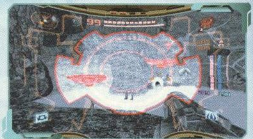


Take the Dark Beam door and move through Oasis Access. When you reach Dark Oasis, use the Scan Visor to find a weakened wall, then lay a Power Bomb to blow it up. Fall into the water beyond and use the Dark Visor to find the Flying Ing Cache and another Sky Temple Key.

Power Bomb Expansion 6

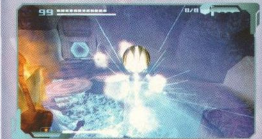


Go back through Doomed Entry and head to the Feeding Pit. Drop into the water and walk to the west end of the pond, where you find a Power Bomb Expansion tucked inside a small nook. After grabbing the goodie, swing back around and take the top section of Double Path to reach Battleground.



Dispatch the Warrior Ing, then use the Dark Visor to detect some moving platforms. Carefully leap to the other side of the room and blast the Flying Ing Cache for a Sky Temple Key (your fifth). Then proceed to Warrior's Walk. Avoid falling in Battleground or you'll have to go back through the Double Path and try again.

Missile Expansion 40

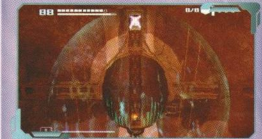


In Warrior's Walk, scan for a weak section of flooring and bomb it to fall into a lower area. Roll to the far-east end of the Phazon-filled trench to claim your 40th Missile Expansion.

CAUTION

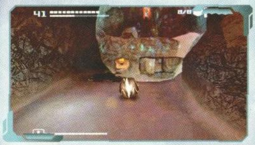
Even the Light Suit won't protect you from Phazon, so move swiftly.

Missile Expansion 41



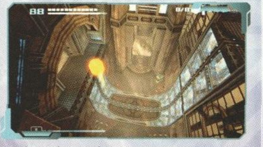
Escape the Phazon trench and continue to Junction Site. Bomb-jump to the Spider Ball Track there, then roll up and activate a Bomb Slot to rotate the entire room and reveal a Missile Expansion. Rotate the room again to leave.

Missile Expansion 42



Next, go through the Dark Beam door at the base of the Duelling Range. Walk forward and then turn around. A Missile Expansion is tucked inside a small tunnel; roll inside to claim it, then return to Portal Site and step back into the Light World.

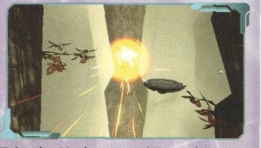
Agon Wastes



Back in the Light World, return to the Transport Center and use the half-pipe to boost up to the ledge. A door there leads to an elevator that will deposit you in Torvus Bog.

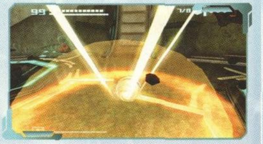
Torvus Bog

Energy Tank 13



Take the Underground Tunnel to reach the Meditation Vista. Spy a moving platform in the distance among some trees. Aim at the middle tree, wait until the platform begins to slow as it moves to the right, then leap and use the Screw Attack to land on the platform as it moves left, in front of the tree. Ride the platform to a hovering Energy Tank.

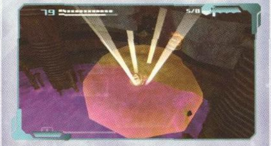
Missile Expansion 43



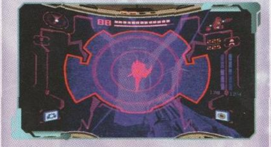
Backtrack to Torvus Grove and scan the giant tree to find two weakened legs. Drop a Power Bomb right between the legs to blast them both at once, felling the tree and revealing a Missile Expansion. Afterward, use the half pipe in the grove to loop around to Forgotten Bridge, then go through the portal there.

Dark Torvus Bog

Power Bomb Expansion 7



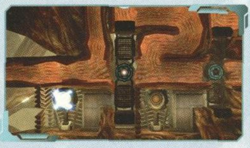
Drop and take the yellow door that leads to Putrid Alcove. Shoot the Dark Phlogus to stun it, then leap into the water and drop a Power Bomb next to a cracked wall, exposing a Power Bomb Expansion.



Continue on to the Poisoned Bog, drop underwater and find a Flying Ing Cache. Claim its Sky Temple Key and then head back to the Dark Forgotten Bridge. Leap up the side ledges and hop back through the portal to the Light World.

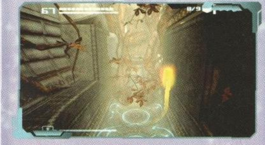
Torvus Bog

Missile Expansion 44

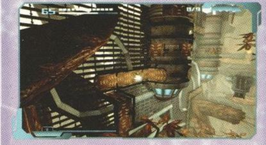


Go to the top level of Forgotten Bridge and head through the red door at the end of the hall. In Plaza Access, use bomb jumps to move up and around the tunnel. Access two Bomb Slots to rotate the flooring so you may pass through. Afterward, bomb-jump to reach the background tunnel above the second piece of flooring. Roll down the tunnel and boost up the half pipe to claim a Missile Expansion, then backtrack out.

Energy Tank 14

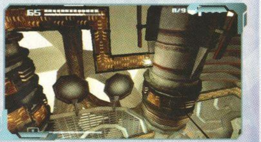


Go to Torvus Plaza next and use the half-pipe to reach a high Spider Ball Track. Follow the track to a log, roll down, and grab another track, following it to a second log. Continue along and beware the Sporb—defeat it with the Annihilator Beam if it knocks you down.



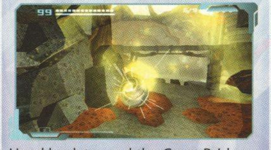
You eventually reach a rotating piece of track, at which point the camera moves so it's difficult to see what you're doing. Let the track rotate all the way toward you, then bomb-jump up to a higher track. Ride the track to its end, then release

Z and quickly reengage to grab a lower track. Roll left until you can go no farther, then just keep bomb-jumping while holding Z and attempting to roll upward. You'll eventually make it to the stationary track above.



At the second set of rotating tracks, let the closest one rotate all the way toward you, then release Z and quickly reengage to drop and grab it. Ride the track to its end, then drop and grab a lower track. Ride this one to its end as well so you may roll onto the left stretch of track. You're out of the woods now; keep going until you reach a cannon that launches you over to the final Energy Tank.

Power Bomb Expansion 8



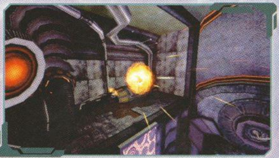
Head back toward the Great Bridge and look for a pile of rocks on either the north or east ledge. Blast either one with a Power Bomb to reveal a tunnel, then roll through to claim your final Power Bomb Expansion. Travel to the Hydrodynamo Station next and drop to the bottom. Keep heading down to reach the Hydrochamber, then use the Spider Ball Track on the far wall to reach a portal.

Dark Torvus Bog

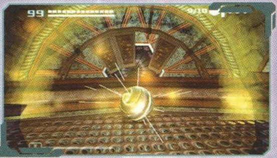
NEW CREATURES

SCANNEd?	NAME	ROOM
✓	Watchdrone	Dungeon

Missile Expansion 45



Once you're in the Dark World, notice a nearby Wall Jump Surface. Use the Screw Attack to leap up to a high Missile Expansion. Remember to wait for Samus to touch the surface and grab on before jumping to the next. Continue on to the Sacrificial Chamber.



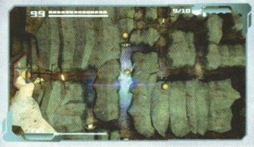
Use a pair of Power Bombs to break the barricades over the doors in the Sacrificial Chamber, then roll through Undertransit Two to reach the Dungeon. When you arrive in the Dungeon, drop into the purple water and walk until you find a creature called a Watchdrone. Shoot the beacon above it with the Light Beam to make the beast move, then roll through the tunnel and do the same thing to a second Watchdrone. Destroy the Flying Ing Cache in the room beyond for a Sky Temple Key, then surface and go back to the Light World.

Torvus Bog

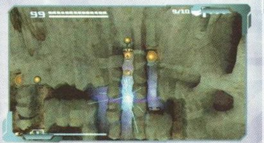
NEW CREATURES

SCANNEd?	NAME	ROOM
✓	Dark Blogg	Training Chamber

Missile Expansion 46

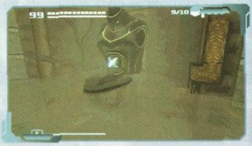


Fire the Annihilator Beam at the striped door to access Transit Tunnel South. As you pass through, activate a Bomb Slot to change the current, then bomb-jump up so you're over a yellow dot. Double bomb-jump up and right, then go to the other Bomb Slot and use it.



Make your way to the upper path and head right until you see a third Bomb Slot. Activate it, then exploit the current and use bomb jumps to reach a high Missile Expansion. Make your way to the Training Chamber afterward.

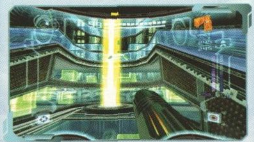
Missile Expansion 47



Defeat the Dark Bloggs within the Training Chamber with charged Light Beam assaults, but scan one first to add it to your Log Book. Latch on to the Spider Ball Track near the statue afterward and boost-jump across, then head up. Drop onto the front part of the statue and trigger the Bomb Slot to expose a Missile Expansion hidden behind the statue, as well as a yellow door. Go through the door and leap across the moving platforms, then take the elevator to Sanctuary Fortress.

Sanctuary Fortress

Missile Expansion 48



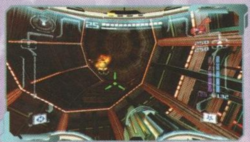
Revisit the Sanctuary Map Station and stand in the beam of light to warp to a Missile Expansion, then continue to the Hall of Combat Mastery and utilize the portal at the far end.

Ing Hive

NEW CREATURES

SCANNED?	NAME	ROOM
✓	Dark Diligence Drone	Hazing Cliff
✓	Ing Larva Swarm	Entrance Defense Hall

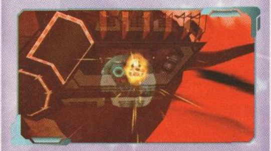
Missile Expansion 49



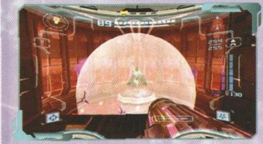
Hang a right from the portal and enter the nearby door to Hazing Cliff. Battle the Dark Tallon Metroid and Dark Diligence Drones (a new creature to scan), using charged Light Beam shots on both. Grab the final Missile Expansion that the drones were guarding.

NOTE

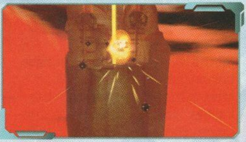
Pat yourself on the back, bounty hunter—you've now acquired every upgrade and weapon expansion in the game!



Retrace your steps and exploit the Spider Ball Track shortcut in the Culling Chamber, then use either the Screw Attack or the Dark Visor to cross the gap in Unseen Way. (The visor reveals hidden platforms.) Drop to the bottom of the Hive Reactor (beware the Dark Ingsmasher), then go through the yellow door at the front of the room.

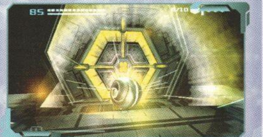


On your way to the entrance to Ing Hive, you encounter a troublesome swarm of Nightbarbs. Shoot the central Nullified Beacon with the Light Beam to clear them out, then go down the tunnel, scanning the Ing Larva Swarm you encounter as you move through.



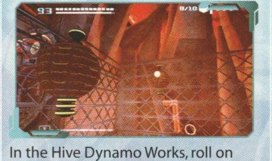
At the Hive Entrance, use the Screw Attack to get across the gap and to smash the Dark Preed into dust. Then ride the beam of light to the top of the mountain and use the Screw Attack to jump back over to the other side. Blast the Flying Ing Cache there, take the Sky Temple Key and return to the Light World via the portal in the Culling Chamber.

Sanctuary Fortress



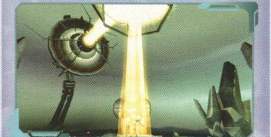
When you enter the Light World, head upstairs via Central Area Transport East, then go to Dynamo Works. From there, loop around to the other side of the room by using the Kinetic Orb Cannons in Worker's Path. When you reach the place where you fought the Spider Guardian, follow the track to the room at the far end. Go through the yellow door and use the portal beyond.

Ing Hive



In the Hive Dynamo Works, roll on the Spider Ball Track and boost-jump to the moving sphere. Roll onto the red dot and wait until your sphere is higher than the neighboring one, then boost to the second sphere. Next, boost to the Spider Ball Track along the wall and use the Dark Visor to locate the final Sky Temple Key.

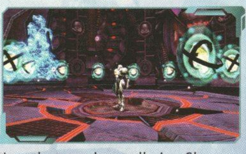
Sanctuary Fortress



Return to the Light World and take the Spider Ball Track back to Worker's Path. Use the Kinetic Orb Cannon to clear the gap, then head into Sanctuary Temple and the Sanctuary Energy Controller, where you're able to warp back to the Great Temple.

The Final Battle

Sky Temple Grounds

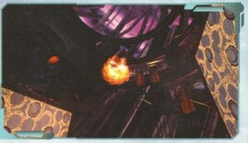


Now that you have all nine Sky Temple Keys, you can end the Ing's reign of terror once and for all. Head back to Sky Temple Gateway via the portal in the Temple Ground's Hall of Eyes, and step into the red light to place the keys. (There's no Ammo Station nearby, so restock at your ship along the way.) When the keys are in place, they unlock an energy transport to the Sky Temple. Step into the yellow light to travel there.

Sky Temple

NEW CREATURES

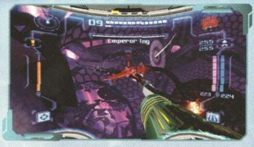
SCANNED?	NAME	ROOM
✓	Emperor Ing Body	Sanctum
✓	Emperor Ing Head	Sanctum
✓	Emperor Ing Eye	Sanctum
✓	Emperor Ing Chrysalis	Sanctum
✓	Mutated Emperor Ing	Sanctum



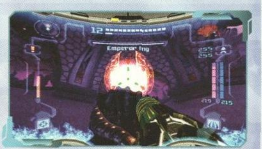
Save your game the moment you enter the Sky Temple. Go through the blue door, then wall-jump up the side of the shaft until you reach another blue door. Brace yourself—the Ing's great and terrible leader awaits on the other side.

Boss Battle: Emperor Ing

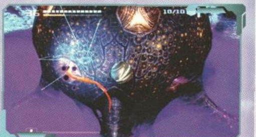
The battle against the Emperor Ing plays out three stages, and the boss can be scanned five times.



During the first stage, blast the Emperor Ing's tentacle arms with the Annihilator Beam—the shots will home in on the tentacles, so use only a few shots for each one to conserve ammo. When the Ing swings the tentacles around, double-jump to avoid them.



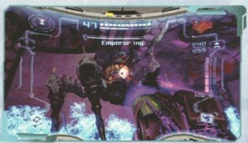
Once all of the tentacles have retracted, the Emperor Ing transforms into a large eye. The only weak point is a narrow slit between two half-spheres, and you must target it manually. The Sonic Boom will take off a ton of the Ing's energy in a single hit, so use it if you can. Otherwise, launch Super Missiles. Dash to the side to avoid the red laser that the eye shoots out.



In the second phase, the Emperor forms a hard shell. Spider-Ball along the surface and wait next to a hole until you see purple bubbles, then drop three bombs and scoot away. The bombs damage and destroy the tentacle that soon pops out of hole. Keep this up until every hole's tentacle has been blasted to bits.

NOTE

Hit the lower holes first, because poison gas rises from the floor later in the battle. Also note the Inglets roaming the surface—they come in unlimited numbers, so bomb them for all the energy and ammo pick-ups you desire.



The Emperor's third form is a massive creature. Keep moving at all times to minimize the effectiveness of its attacks. Pay attention to the color of the Ing's mouth, and counter with the appropriate beam weapon. The Annihilator Beam is effective against all three colors, but using it for everything will burn through your ammo. As an alternative, use Super Missiles for orange, the Light Beam for purple, and the Dark Beam for white.

TIP

If you run low on ammo during the third phase of battle, shoot the Nightbarbs and clouds of white squiggly things that occasionally appear around the boss—these often appear when you are low on ammo.

Escape!

After you defeat the Emperor Ing, a countdown starts up. Stay cool and jump atop the middle platform, then perform a Screw Attack over to the door and flee back down to Sky Temple Grounds.

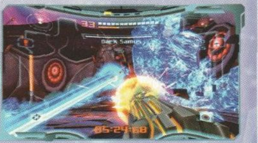
Sky Temple Grounds

NEW CREATURES

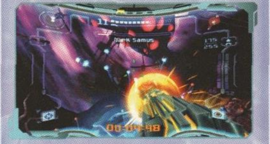
SCANNED?	NAME	ROOM
✓	Dark Samus 3	Sky Temple Gateway
✓	Dark Samus 4	Sky Temple Gateway

Final Boss: Dark Samus

Thought it was over, did you? The Emperor Ing was just a warm-up for the true boss of bosses: Dark Samus. You'll must use whatever energy and ammo you have left over from the Emperor Ing battle, as there's no stop in between. To make matters worse, the countdown timer continues to tick down throughout the entire fight. Work fast, hunter.



Dark Samus begins by rising into the air and unloading a massive beam of pure Phazon. You can't damage her at this point, so take the opportunity to scan her before sidestepping the beam. Wait for Dark Samus to land on the ground, and when she does, hit her with a Super Missile. Do it quickly, or she'll disappear and force you to track her with the Echo Visor. If that happens, punish Dark Samus while she's zooming toward you, dealing as much damage to her as possible with the Power Beam.



After you blast away a good chunk of Dark Samus's health, she assumes a different form, which merits another scan. Lock on to Dark Samus while she floats in the air, and strafe to dodge the projectiles she fires. Keep your Charge Beam revved up at all times—your evil twin will occasionally fire spreads of smaller Phazon bullets that you can absorb with the Charge Beam and shoot back at her for huge damage. This is the primary way to defeat Dark Samus; repeat the process until she goes down for good.

NOTE

Congratulations, you've beaten *Metroid Prime 2: Echoes*! The ending you're treated to varies, depending on how many extras you acquired throughout the game, such as Energy Tanks and Missile Expansions. See the "Maps, Checklists, and Extras" chapter at the end of this book for complete details!

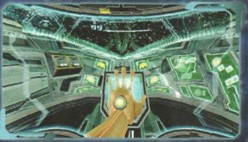
METROID PRIME 3: CORRUPTION

GFS Olympus

GFS OLYMPUS RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Docking Bay 5	Federation Marine	Red
✓	Docking Bay 5	Fleet Mechanic	Red
✓	Docking Bay 5	Training Drone	Red
✓	Docking Bay 5	Training Drone: Juggle 10 Times	Gold
✓	Docking Bay 5	Training Drone: Juggle 20 Times	Friend Voucher
✓	Docking Bay 5	Hunter-Class Gunship	Research
✓	Docking Bay 5	Landing Beacon	Research
✓	Docking Bay 5	Galactic Federation Crate	Research
✓	Docking Bay 5	Heavy Galactic Federation Crate	Research
✓	Docking Bay 5	Galactic Federation Blue Door	Research
✓	Docking Bay Access	Male Fleet Trooper	Red
✓	Docking Bay Access	Female Fleet Trooper	Red
✓	Docking Bay Access	Blast Shield	Research
✓	Security Station	Lore: *Olympus*-Class Battleship	Blue
✓	Lift Access	Save Station	Research
✓	Flag Bridge	Admiral Dane (after alert)	Red
✓	Flag Bridge Access	Pirate Militia	Red
✓	Port Observation Deck	Troopers Saved	Blue
✓	Port Observation Deck	Space Pirate Boarding Pod	Red
✓	Xenoresearch Lab	Trooper Saved	Blue
✓	Lab Access	Quickly Shoot Emergency Door Button	Friend Voucher
✓	Xenoresearch Lab	Armored Pirate Militia	Red
✓	Xenoresearch Lab	Crawlmine	Red
✓	Xenoresearch Lab	Crawltank	Red
✓	Disposal Chamber	Bomb Slot	Research
✓	Repair Bay Shaft	Aeromine	Red
✓	Repair Bay Shaft	Trooper Saved	Blue
✓	Docking Bay 5	Berserker Lord	Red
✓	Docking Bay 5	Defeat Berserker Lord	Gold

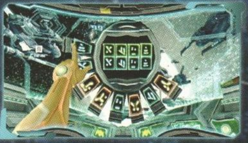
The Journey Begins



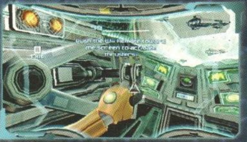
As you attain control, you're prompted to interact with the Gunship's cockpit controls. Pan your view around the cockpit till you spot the red screen in the center, between Samus's feet. Place your reticle over the flashing hexagonal control and press Ⓐ to yaw your ship in the direction of the Federation fleet.

NOTE

This guide assumes you're using the default controls.

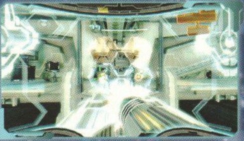


Just outside the Gunship's viewport is a Galactic Federation fleet consisting of several large vessels orbiting above the planet Norion. Having oriented your ship, you must now transmit your identity code to the fleet. Interact with the green circular radio interface at the top of the viewport to bring up the security code input screen. Match the four green symbols at the top of the screen as shown.

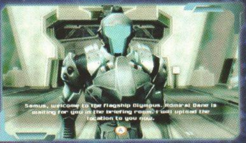


Inputting the correct security code grants you permission to land on the fleet's command ship, the *GFS Olympus*. Pan to the left side of the cockpit and interact with the circular green button. This extends the Gunship's thruster controls. As Samus grips the thruster, push the Wii Remote forward, toward the screen, to fly the Gunship to the *Olympus*.

Welcome Aboard



Samus lands the Gunship in Docking Bay 5 of the *GFS Olympus*. A Federation Marine at the end of the walkway asks you to calibrate your weapons. Aim at the four blue hexagonal targets and fire away—you must hit the small circles in the center of each target to register a hit.



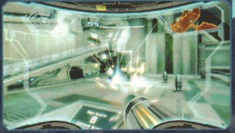
Samus, welcome to the flagship Olympus. Admiral Dane is waiting for you in the briefing room. I will upload the location to you now.

After you hit all four targets, one of the Marines welcomes you and tells you to report to the Briefing Room to meet with Admiral Dane. Before leaving, scan one of the Marines and the nearby Mechanic to earn a couple of red credits.

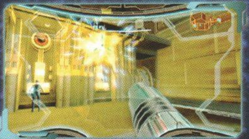
TIP

Make a habit of scanning all new Federation Troopers, creatures, and objects. Most scans earn you credits you can use to unlock extra content.

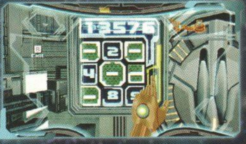
Drone Juggling



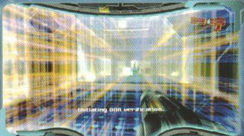
Don't rush out of Docking Bay 5 without playing this minigame. Not only is it a good way to practice aiming, but it can earn you a gold credit and a friend voucher. Simply fire at one of the Training Drones to knock it into the air. Continue hitting the drone in midair to make it bounce higher. If you hit the drone 10 times before it crashes into the floor you'll earn a gold credit. If you hit it 20 times, you get a friend voucher.



From Docking Bay 5 head to the next room, Docking Bay Access. Talk to the trooper at the back of the room working on a console. He needs you to unjam the gears of the walkway mechanisms. Look above the consoles and hit the two round flashing mechanisms with a charged shot to release the two walkways.



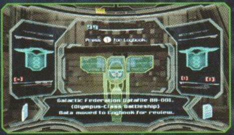
Ascend one of the ramps and continue to Docking Bay 4. You'll come to a door secured with a security lock control pad—you must have the code to pass. Scan the security lock control pad, then turn around and scan the information terminal to retrieve the code. Punch the code (13576) into the keypad and pass through the unlocked door.



Initiating DNA verification.

In the Security Station you must be scanned before you can proceed to the Briefing Room. Interact with the switch outside the scanning booth, then walk inside for the DNA scan. Next, interact with the biohazard scan terminal inside the booth—align the patterns. To exit the booth, interact with the switch by the exit

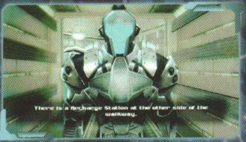
TIP



Press ⓘ for Logbook.

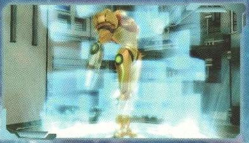
Galactic Federation Datafile 88-001.
(Olympus-Class Battleship)
Data moved to Logbook for review.

Before leaving the Security Station, scan this terminal near the exit to attain more information on the *Olympus*. This is a Lore entry, earning you one blue credit. All Lore entries are automatically downloaded to your Log Book, allowing you to read them at your leisure.

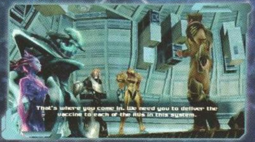


There is a Recharge Station at the other side of the walkway.

Proceed through the Security Access corridor and up Command Lift A to reach the Flag Bridge. Climb to the upper level of the bridge and approach the Marine guarding the corridor leading to the Briefing Room. He tells you to use the nearby Save Station before continuing to the meeting.

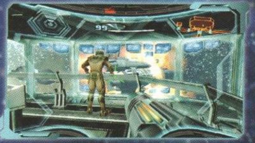


Move down the opposite corridor to approach the Save Station. Destroy the crate in front of the Save Station with a charged blast. Enter the Save Station to save your game.



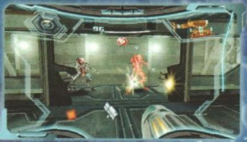
That's where you come in. We need you to deliver the vaccine to each of the AUs in this system.

Return to the Marine guarding the corridor leading to the Briefing Room—he allows you to pass. Inside the Briefing Room, Admiral Dane has convened a meeting with several other bounty hunters, but the briefing is interrupted when Space Pirates appear from a wormhole and begin attacking the fleet and the Federation's installations on Norion.

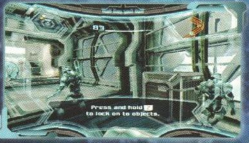


Several direct hits rock the Olympus as you rush out to the Flag Bridge. Admiral Dane needs you down on the planet now! Before leaving the Flag Bridge, scan Admiral Dane to score a red credit—this is the only opportunity you'll have to do so.

Olympus Escape

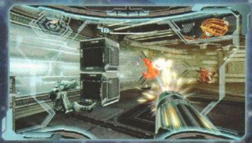


Descend to the lower level of the Flag Bridge and advance to the Flag Bridge Access room. As soon as the wall ahead explodes, engage the two Pirate Militia entities. Take the time to scan them first to earn a red credit.

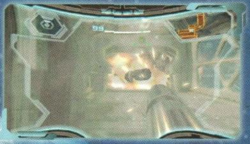


Press and hold Z to lock on to objects.

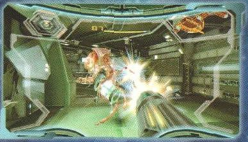
Turn right in the adjoining corridor and head for the Port Observation Deck. Two Federation Troopers take cover in this corridor as a Space Pirate Boarding Pod slams into the bulkhead and two militia entities emerge. Rush the pirates and gun them down before they kill the Federation Troopers—saving the troopers earns you a blue credit.



Proceed into the Xenoresearch Lab and rush to the aid of another pinned Federation Trooper. Kill the two Crawltanks attacking the trooper to earn another blue credit. If the trooper dies during the attack, you get nothing.

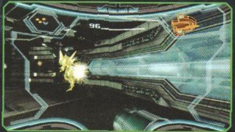


Move through the next doorway in the Xenoresearch Lab to access the Lab Access corridor. As soon as the cinematic is over, quickly shoot the red emergency button above this doorway to seal off the breach. If you're quick enough, you can save a trooper and earn yourself a friend voucher.

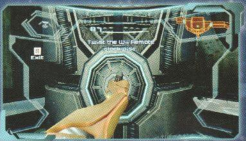


With the Lab Access corridor sealed off, backtrack to the Xenoresearch Lab. Inside, three pirates (two of them Armored Pirate Militia) bust into the lab and steal the Portable GF Energy Cell from its socket. These pirates are more intent on avoiding you than attacking, tossing the Energy Cell back and forth, like an annoying game of hot potato. Go after one pirate at a time, chasing them between the upper and lower levels of the room. The two Armored Pirate Militia entities won't take damage till their armor is destroyed. Since you don't have any missiles yet, hit them with a charged shot to knock away their armor.

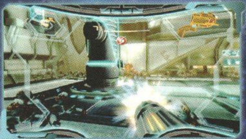
TIP



Armored enemies flash yellow when hit by your weapons. During this time they sustain no damage. You can tell enemies are taking damage when they flash red.

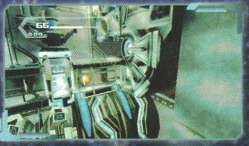


When all the pirates are down, retrieve the Energy Cell from the ground (wherever it was last dropped) and return it to its socket in the pillar in the center of the lab. This restores power to the lab.

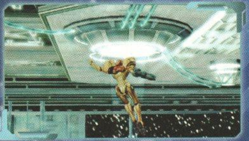


As the lights flicker back on, dozens of Crawlmines descend from the lab's ceiling, accompanied by a couple of Crawltanks. Keep the Crawlmines at a safe distance and kill any that get too close. But focus your attention on the two Crawltanks, killing them as fast as possible.

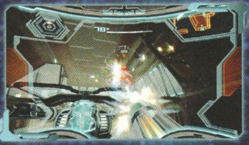
Energy Tank 1



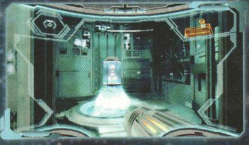
Find one of the two open hatches in the floor (they're glowing red) and press ⓒ to change into your Morph Ball. Roll down into the hatch and maneuver through the tunnel running beneath the floor to exit the lab. Roll through the adjoining Ventilation Shaft tunnel to acquire an Energy Tank for your suit. Use a bomb to ascend the vertical portion of the shaft.



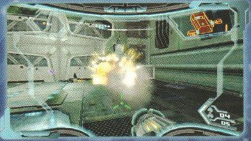
The Ventilation Shaft empties into the Disposal Chamber. Scan the console and the Bomb Slot on opposite sides of the room. Change to Morph Ball form and roll just beneath the Bomb Slot. Drop a bomb to lift yourself into the slot, then drop a second bomb (in the slot) to release the air lock. Samus is violently ejected into space but grabs hold of the Olympus and pulls herself back into the vessel through an underside porthole.



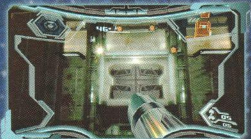
Enter the door ahead to access Repair Bay A. Your path to Docking Bay 5 is cut off by a large blast door, closing as a result of a firefight. You'll need a missile to clear the debris away from the blast door's control panel. Jump up along the perimeter catwalks in the room while engaging the pirates.



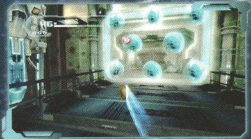
Keep fighting and jumping till you can reach the door to the Munitions Room, on the upper floor of Repair Bay A. Rush inside and grab the Missile Launcher.



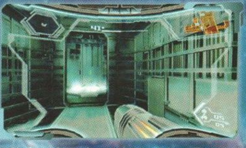
Return to Repair Bay A, move to the floor and locate the debris blocking the blast door control panel. Shoot the debris with a missile to clear a path, then interact with the control panel to open the door.



With the blast doors open, extend the bridge by shooting these four red switches above the Repair Bay Shaft.

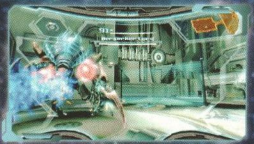


Once the bridge is extended, eight Aeromines block your path, each protected by its own force field. Instead of engaging them one by one, switch to Morph Ball form and simply roll past them, maneuvering between the gaps in the lower line. As soon as you pass, all Aeromines will self-destruct—this is the preferred method of dealing with these pesky enemies. Act fast to save the trooper on the other side of the bridge to earn a blue credit.

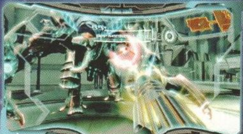


Before heading to Docking Bay 5, stop off at the Save Station just off the Repair Bay Shaft. A boss is waiting in the next room. Activate the switch next to the blast door and walk into Docking Bay 5.

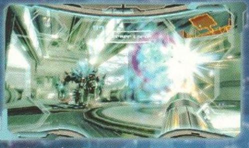
Boss Battle: Berserker Lord



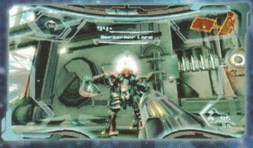
The Berserker Lord's initial attacks are fairly easy to avoid. Simply sidestep and jump to dash around his blue plasma and energy beam attacks. To make tracking easier, hold down Z to lock onto the Berserker Lord while strafing left and right.



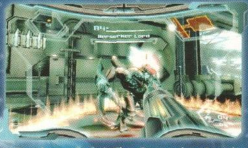
Aim for the red glowing orbs on the Berserker Lord's shoulders. Destroy both orbs to force the Berserker Lord into its next attack phase.



When the Berserker Lord starts firing purple orbs at you, shoot the orbs to knock them back. They fly back and explode on the Berserker Lord's head, dealing significant damage to his head armor, but none to him directly. Rebound four purple orbs in this fashion to advance.



After you hit the Berserker Lord with four of his own purple orbs, his head armor opens, revealing a red glowing nub on the top of his head. This is the sweet spot—fire away to inflict damage!



But be careful. The Berserker Lord's attacks get more erratic and violent at this point. As he slams his fists into the ground, an expanding ring of fire emerges, requiring you to jump over it. Space jump over the fire while strafing, keeping your sights on the Berserker Lord at all times.

NOTE

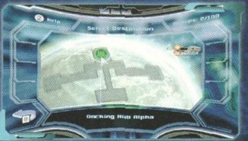
If you haven't played the Training Drone juggling mini-game in Docking Bay 5, you can still play after defeating the Berserker Lord. However, this is your last chance.

Norion

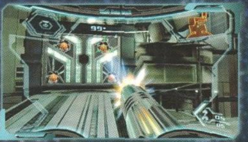
NORION RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Docking Hub Alpha	Lore: Hunter Rundas	Blue
✓	Munitions Storage	Lore: Hunter Ghor	Blue
✓	Munitions Storage	Lore: Hunter Gandrayda	Blue
✓	Conduit A	Red Blast Shield	Research
✓	Conduit A	Jumpmine	Red
✓	Cargo Dock A	Pirate Trooper	Red
✓	Cargo Dock A	Space Pirate ATC	Red
✓	Cargo Dock A	Shield Pirate Militia	Red
✓	Cargo Dock A	Aerotrooper	Red
✓	Generator A	Assault Aerotrooper	Red
✓	Generator A	Jolly Roger Drone	Red
✓	Cargo Dock A	Federation PED Marine	Red
✓	Conduit A	Shield Pirate Trooper	Red
✓	Maintenance Station	White Blast Shield	Research
✓	Cargo Dock C	Morph Ball Tube: Escape Meta Ridley Without Taking Damage	Friend Voucher
✓	Generator Shaft	Meta Ridley	Red
✓	Generator Shaft	Defeat Meta Ridley	Gold

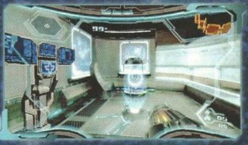
Power Restoration



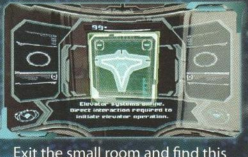
Enter Samus's Gunship and set a course for Norion, landing at Docking Hub Alpha.



Unlock this door on Docking Hub Alpha to access the adjoining *corridor. Shoot the four red orbs to* unlock the door.

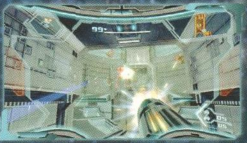


In the next corridor is a small room containing the Grapple Lasso upgrade. Shoot the lock on the door, then step inside to grab the upgrade. Inside the same room is a terminal—scan it to download the Lore entry on Hunter Rundas.

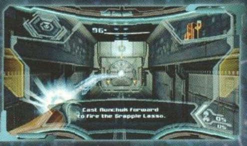


Elevator systems online. Direct interaction required to initiate elevator operation.

Exit the small room and find this panel on the wall. Scan it to access the nearby elevator controls. Interact with the elevator switch, then ride the elevator to the next level to reach the Hub Access corridor.

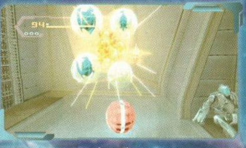


A pirate and two Crawltanks occupy this shaft of the Hub Access corridor. Finish them off, then jump across the gap in the perimeter walkway to continue.



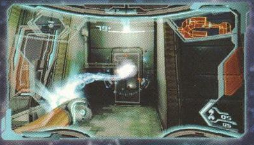
Cast Nunchuk forward to fire the Grapple Lasso.

Use your Grapple Lasso to pull the metal barrier away from the next door. Lock on to the door first (Z), then whip the Nunchuck toward the screen to attach the lasso. Once the Grapple Lasso is attached, pull back on the Nunchuck (away from the screen) to rip the barrier free. Move into the Cargo Hub.

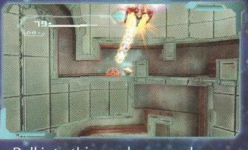


Pass the dead Federation Troopers in the Cargo Hub until a line of Aeromines appears ahead. Change into the Morph Ball and roll past them. Stay in Morph Ball form and roll past another line of Aeromines to quickly clear the room.

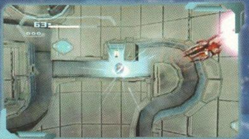
Missile Expansion 1



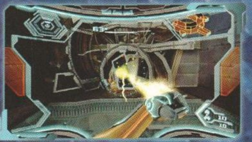
To score a Missile Expansion in the Cargo Hub, locate this loose panel and rip it free with your Grapple Lasso. Activate the switch behind the panel to open a nearby tube access point.



Roll into this newly opened hatch, which gives you access to the connecting tube. Follow the tube maze, using bombs as necessary to destroy barriers and to ascend short ledges. You'll need to carefully time some jumps and drops to avoid or take advantage of the gusts of air flowing through the shaft. Later in the tube a Jolly Roger Drone attacks. Dodge its incoming energy blasts by rolling left and right.

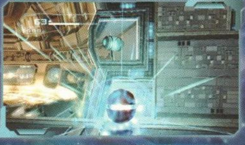


You finally come to the Missile Expansion. Drop a bomb to boost yourself upward for the grab. Follow the tube to the right to exit and return to the Cargo Hub.

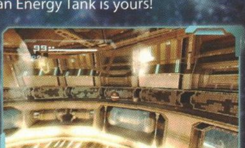


Move to this pile of debris in the Cargo Hub and rip away the three loose sheets of metal with your Grapple Lasso, revealing a short tunnel. Roll through the tunnel to access the next branch of the Cargo Hub.

Energy Tank 2



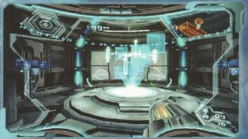
After rolling through the short tunnel, enter the doorway on the right to enter Substation East. The decking of this U-shaped room is electrified, so use the perimeter tunnel to pass. Change to Morph Ball form and "jump" up into this ledge—an Energy Tank is yours!



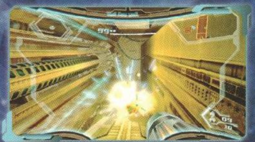
Don't roll through this passage yet. Study the timing of the metal panels pushing in and out of the wall. As soon as the nearby panel retracts, begin rolling and continue moving until you reach the opposite side of the room. If you slow down you'll end up on the electrified floor.

Generator A

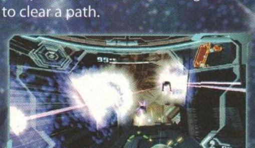
Map Station



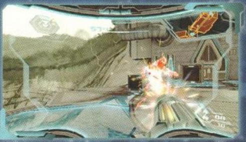
Proceed to Conduit A. On the right side of the corridor is a Map Station—shoot the door with a missile to access it. The Map Station reveals the rest of the rooms in this facility. Scan the terminal in the same room to download the Lore entries on Hunter Gandrayda and Hunter Ghor.



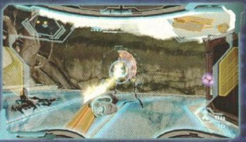
Return to Conduit A and follow the descending switchback corridor. Hit this pile of debris with a charged shot to clear a path.



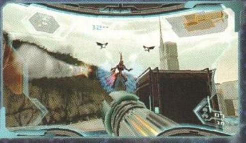
Watch out for the Jumpmines occupying this section of the corridor. Move slowly and scan ahead, engaging them at a distance before they activate. They can be destroyed with a single hit from your beam weapon. Remember to scan them for your Log Book to earn a red credit.



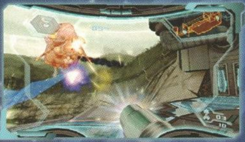
Blast the door ahead with a missile to enter Cargo Dock A. Two Pirate Militia and two Pirate Troopers await you on this platform. Use the crates for cover during this firefight, ducking in and out to return fire. Try to scan the Pirate Troopers before killing them to earn a red credit.



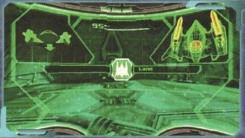
Midway through the firefight, a Space Pirate ATC arrives, dropping off two Shield Pirate Militia. Scan both, then engage. Shield Pirate Militia are equipped with shields capable of repelling your weapons. Rip the shield away with your Grapple Lasso first, then shoot the pirate. Without their shields, these enemies are easy to take out.



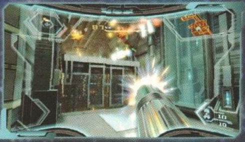
Once all the pirates are down, two Aerotroopers appear. Lock on to these flying enemies and use missiles and your energy beam to knock them out of the sky. Aerotroopers can withstand serious damage, so keep up the fight while strafing to avoid their attacks.



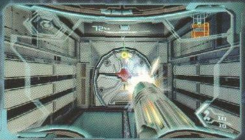
Next, shoot down the Space Pirate ATC. This transport is armored, but it has a weak spot on the very front. Aim for the red grill to inflict damage while dodging the ATC's attacks.



When Rundas leaves, activate your command visor and order your ship to land in the center of Cargo Dock A. This unlocks this landing site, allowing you to return here later. As your ship lands, the door to the Generator A Access corridor is opened. Save your game before proceeding.



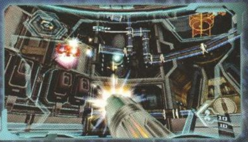
Enter Generator A Access and engage the four Crawltanks inside. You must perform a space jump to clear a high ledge midway through this corridor. Simply tap Ⓑ twice to perform this jump.



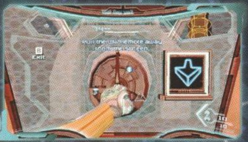
This door is covered by a blast shield, equipped with an odd locking mechanism. Shoot the yellow light on the top first, then hit the purple light to the left. Finally, shoot the blue light on the right to unlatch the blast shield. Once unlatched, the shield can be pulled free with your Grapple Lasso, and you can enter Generator A.

Assault Aerotrooper Scan

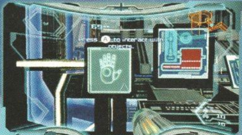
Don't rush through the door leading into Generator A. If you do, the two Assault Aerotroopers inside will take off, preventing you from scanning them. Instead, creep midway into the doorway until you can see and scan one of the two Assault Aerotroopers standing next to the Plasma Generator. This is the only point in the game where you can scan this *pirate, so step lightly.*



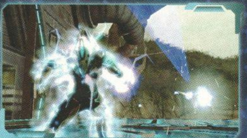
Enter Generator A and move out onto the center platform. Several Jolly Roger Drones appear. Circle-strafe around the platform while shooting down the drones—be sure to scan one, too.



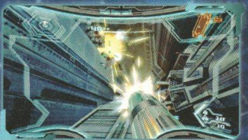
Destroy all the Jolly Roger Drones to lower the energy barrier blocking access to the Plasma Generator's manual override controls. Jump over to the control's platform and interact with the switch. This lowers the Plasma Generator back in place, ready for activation.



Jump back to the central platform and move to this control panel near the room's door. Interact with the hand-shaped switch to activate the Plasma Generator. Although Generator A is back online, you must get power up to the other generators quickly—the pirates have aimed a massive asteroid at the planet, only minutes away from impact. The cannon can destroy it, but you'll need to restore power to the other generators first.



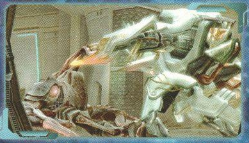
Return to Cargo Dock A, where a lone Federation PED Marine holds off several pirates, aided by his Phazon-enabled suit. Scan him before returning to your ship and saving.



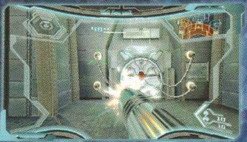
Carefully advance up the ramps in Conduit A, watching for Crawlmines and Aeromines. In Substation East, roll through the same narrow tunnel, timing the metal panels before moving out.

TIP

In Conduit A, a PED Marine is busy fighting off a Shield Pirate Trooper, the first you've encountered. Try to scan the pirate before the PED Marine kills him. If you miss your chance, you can always scan a Shield Pirate Trooper later.

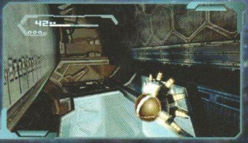


Return to the central hall of the Cargo Hub. A cinematic shows Hunter Ghor fighting off a Berserker Lord. Ghor tells you to head for Generator C.

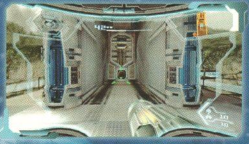


Shoot the four cable locks surrounding this blast shield, then yank it free with your Grapple Lasso to enter the Maintenance Station.

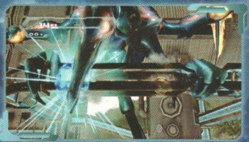
Generator C



Continue through Conduit C, engaging Crawlmines and Jolly Roger Drones. At the end of the walkway, locate this tunnel opening and roll through in Morph Ball form.



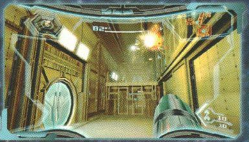
Proceed to Cargo Dock C, approaching this hatch. Change to Morph Ball form again and drop a bomb to clear the hatch and enter the adjoining tube.



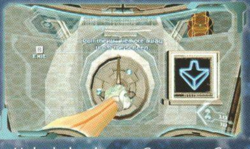
Roll through the tube till Meta Ridley attacks, stopping your progress. Roll back and forth to avoid Meta Ridley's attacks, dropping bombs as it tries to bite you. When Meta Ridley takes damage from one your bombs, it lifts its right foot, allowing you to roll free. It attacks one more time while you're in the tube. Use the same tactic to escape.

TIP

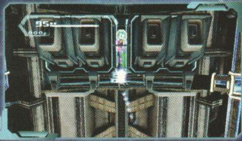
You earn a Friend Voucher if you can escape Meta Ridley in the Cargo Dock C tube without taking damage.



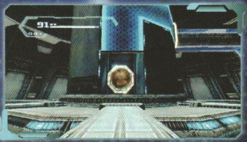
Upon exiting the tube, continue to the Generator C Access corridor, fighting off Crawltanks along the way. Before entering Generator C, stop off at the Save Station off this corridor.



Unlock the door to Generator C and enter. As in Generator A, start off by interacting with the manual override switch on the far side of the room. However, this isn't enough to get this generator rolling.

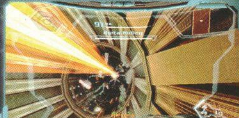


Move back toward the door and turn right to locate this tube. Roll inside and maneuver through the tube to locate three Bomb Slots. Drop a bomb to reach each slot, then drop another bomb inside. This connects three pieces of track above.



Once you've dropped a bomb in each slot, continue through the tube to access the track running above the room. It leads to another tube, eventually dropping you into another Bomb Slot. Drop a bomb inside the slot to prime the Plasma Generator.

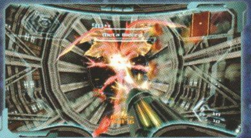
Boss Battle: Meta Ridley



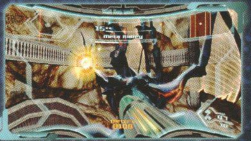
While falling down the Generator Shaft you have very little control. However, you can still maneuver somewhat around the shaft. Circle around the perimeter of the shaft to evade Meta Ridley's fiery attacks. You can also shoot the incoming debris flying loose from the shaft's walls.

TIP

Don't forget to scan Meta Ridley to earn a red credit. It's easiest early on in the fight when you're separated by some distance.



As you get closer to Meta Ridley, stay clear of his attacks while aiming at his mouth—this is one of his weak spots. Try to land some charged shots or missile hits.



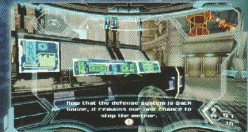
Your best opportunity to weaken Meta Ridley is when you're falling down the shaft side by side. During these close-quarters sequences it's much easier to retaliate with missiles and charged shots. Target Ridley's mouth to prevent him from initiating his fire attack. But watch out for his claws, too. Red orbs glow on his feet when he's about to strike. Shoot these spots to halt his attack and reduce his health bar.

CAUTION

Notice the orange meter reading at the bottom of the screen. This indicates how far you are from the bottom of the Generator Shaft. You must kill Meta Ridley before you reach the bottom.

Maintain an aggressive posture throughout the battle and don't be afraid to use your missiles—even if you don't have a clear shot. Once Meta Ridley's health meter is depleted, Samus is saved from the shaft by Rundas and returned to Generator C. Generator B is now online—it's up to you to restore power to Generator C.

Control Room

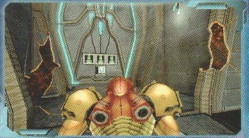


Now that the defense system is back online, it remains our last chance to stop the meteor.

Following Rundas's departure, walk over to Generator C's control panel and activate the Plasma Generator by interacting with the hand-shaped switch. Now that the facility's power is restored, you must make it to the Control Tower and fire the defense cannon at the incoming meteor.

CAUTION

Once you've restored power to Generator C, you only have a few minutes before the meteor impacts, destroying Norion and ending your adventure early. Get to the Control Room as quickly as possible!

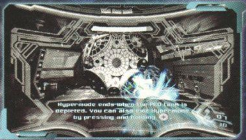


Retrace your steps and hurry back toward the Cargo Hub. Once there, turn right and roll through the small tunnel (through the debris) to access this blast door leading to the Tower Elevator. The green monitors on the door indicate that all generators are online. Interact with the hand-shaped switch to open the door. Run ahead to the next doorway to enter the elevator, where a sudden blast knocks Samus unconscious.

Olympus Reprise

GFS OLYMPUS RESEARCH & CREDITS

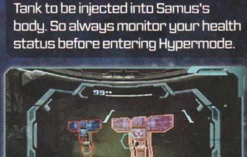
GOT IT?	LOCATION	SCAN/ACTION	CREDIT	GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	MedLab Delta	Lore: Phazon Enhancement Device	Blue	✓	Aurora Chamber	Aurora Unit 242 (automatic)	Red
✓	MedLab Delta	Lore: Phazon	Blue				


Hypermode ends when the PED Tank is depleted. You can also exit Hypermode by pressing and holding ⊕

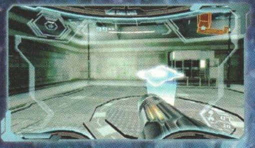
Samus and her hunter peers awaken to find they've been outfitted with Phazon Enhancement Devices (PEDs), which allow them to harness the powerful Phazon energy that now courses through their bodies. When ordered, enter Hypermode by pressing and holding ⊕, then shoot all the panels that make up this rotating orb. Notice how the meter at the top of the screen depletes with each shot. This indicates how much Phazon is left in the PED. Make each shot count and destroy all the panels to advance.

CAUTION

Hypermode requires one full Energy Tank to be injected into Samus's body. So always monitor your health status before entering Hypermode.



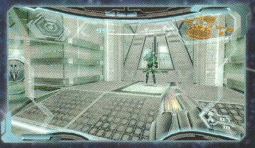
Following your PED test run, and before leaving MedLab Delta, scan the two consoles on the right side of the room to download Lore entries for the Phazon Enhancement Device and Phazon to earn two blue credits.



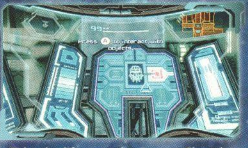
There's nothing more in the *Olympus* for you to investigate, so head straight for the Aurora Chamber. Follow the Gunnery Station to Command Lift B, then advance through the Lift Access corridor to reach the Flag Bridge.

TIP

If you want, you can save your game at the Save Station in the Lift Access before heading for the Aurora Chamber.



In the Flag Bridge, approach the trooper guarding this door on the upper level. The corridor beyond leads to the Aurora Chamber—speak with the trooper to get clearance.



Take the lift up to the Aurora Chamber and interact with this console inside to speak with the Aurora Unit. Aurora Unit 242 is one of many organic supercomputers used by the Galactic Federation.

CAUTION

Once you enter the Aurora Chamber, there's no way to return to the *Olympus*, so make sure you earn all your credits before leaving. You can travel throughout the ship to make any scans you missed earlier.

After the briefing with Aurora Unit 242, Samus goes straight to her ship and leaves the *Olympus*. When you gain control of Samus's ship, set a course for the Cliffside Airdock on Bryyo.

NOTE

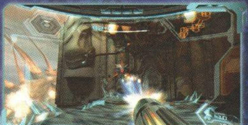
You can travel to Elysia before going to Bryyo, but you won't have the appropriate suit upgrades to make much progress.

Bryyo-Cliffside

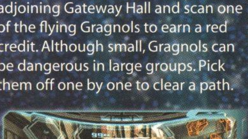
CLIFFSIDE RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Cliffside Airdock	Kashh Plant	Research
✓	Cliffside Airdock	Mature Kashh Plant	Research
✓	Cliffside Airdock	Bryyo Blue Door	Research
✓	Gateway Hall	Gragnol	Red
✓	Gateway	Phazon Nightbarb	Red
✓	Gateway	Small Bryyo Coffer	Research
✓	Gateway	Gel Puffer	Red
✓	Gateway	Hopper	Red
✓	Reliquary II	Lore: Golden Age	Blue
✓	Gateway	Large Bryyo Coffer	Research
✓	Grand Court Path	Shelbug	Red
✓	Grand Court	Reptilicus Hunter	Red
✓	Grand Court	Lore: Age of Science	Blue
✓	Hillside Vista	Snatcher	Red
✓	Hillside Vista	Korba	Red
✓	Hillside Vista	Grapple Swing Point	Research
✓	Grand Court Path	Reptilicus	Red
✓	*GFS Theseus*	Atomic	Red
✓	Gateway Lift	Alpha Hopper	Red

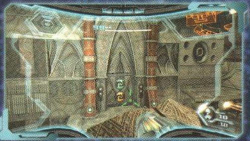
Restore Satellite Uplink



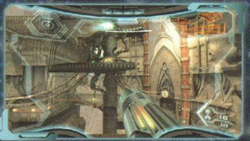
Soon after you arrive at Docking Hub Alpha, Aurora Unit 242 orders you to activate the satellite uplink of an abandoned Federation vessel on the planet's surface. Proceed through the adjoining Gateway Hall and scan one of the flying Gragnols to earn a red credit. Although small, Gragnols can be dangerous in large groups. Pick them off one by one to clear a path.



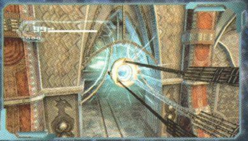
Upon entering the Gateway, turn left and space jump over to the nearby platform. Jump onto the nearby platforms and move through the open doorway with the orange seal on the floor.



In the adjoining corridor, turn left and hop up onto the low portion of the ledge. Turn right to return to the main Gateway area, setting your sights on the platform connected to the locked door. Space jump across the gap toward the door.



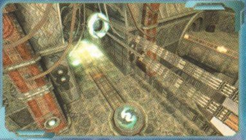
At the locked door, turn right and locate the next raised platform. Jump onto it, then turn to the center of the area and space jump toward the large central platform on the side of the solar energy collector.



Roll into the solar energy collector and follow the adjoining Morph Ball tunnel to the Bomb Slot. Drop a bomb in the slot to energize the system and unlock the orange seal. This also lowers some platforms, allowing you to unlock the green seal.

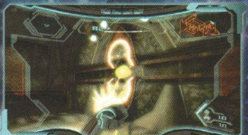
CAUTION

Unlocking the orange seal causes some Phazon Nightbarbs to enter the area. Scan one for a red credit, then blast them out of the sky. If you ignore them, they may interfere with your space jumps.

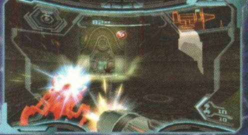


Enter the tunnel at the top of the solar energy collector and drop a bomb in the slot to unlock the green seal on the door. A few Gel Puffers appear once the locked door is opened—scan them before shooting them down.

Reliquary II

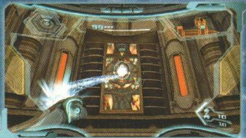


Navigate your way toward the now-open doorway to enter this room with a Morph Ball tunnel—don't enter it yet. An object blocks the tunnel's right side. Use your Grapple Lasso to pull it out of the tunnel to clear a path—it takes three pulls of the lasso to dislodge the object.



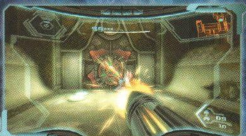
Enter the Morph Ball tunnel (with a bomb) and take the right passage first. At the exit, change out of Morph Ball form to scan and engage a couple of Hoppers blocking the path to Reliquary II.

Energy Tank 3

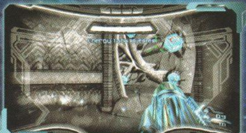


Finish off the Hoppers, then enter Reliquary II to grab an Energy Tank. Before leaving Reliquary II, scan and grapple the panel at the back of the room to reveal another Lore entry (Golden Age). Scan it, then return to the Morph Ball tunnel.

Grand Court

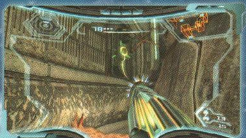


In the Morph Ball tunnel, roll past the Gateway entrance point and continue rolling left, toward the Grand Court Path. Blast through the missile door in the Grand Court Path to proceed to the next section. Be sure to scan a Shelbug along the way.

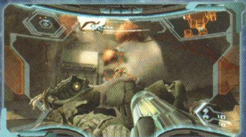


These vines block your way in the Grand Court Path. Enter Hypermode and blast all four Phazon nodules to destroy the vines. Beyond the vines are a couple of Hoppers. Stay in Hypermode to quickly dispatch them.

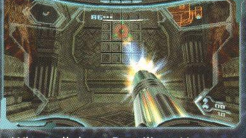
Missile Expansion 2



Locate this statue on the wall of the Grand Court Path, not far from the Phazon growth. The statue is filled with fuel gel, a highly volatile liquid. Destroy the statue to reveal a ledge. Leap onto the ledge and jump across a series of upper-level ledges toward the Missile Expansion.

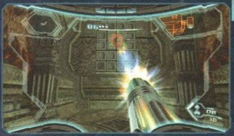


Continue to the Grand Court, dropping to the floor near the fallen Golem statue. As you reach the ground, three Reptilicus Hunters appear. Scan one for your Log Book, then try to hit them with missiles or charged shots to inflict heavy damage. Strafe around the perimeter of the Grand Court's floor to keep your distance—if you get too close, they may attack with an electrified whip. Take on one Reptilicus Hunter at a time till all three are down for the count.



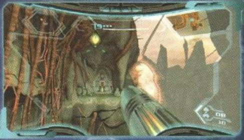
When all three Reptilicus Hunters are dead, move to the T intersection at the back of the Grand Court. Turn right to head to the Hillside Vista.

Lore: Age of Science



In the Grand Court, opposite the Hillside Vista entrance, is this locked panel, hiding a Lore entry. Shoot the red dots in the sequence that they appear to unlock this panel. If you're not fast enough, the panel resets, requiring you to restart. Once the panel is unlocked, scan the flaming image to get the Age of Science entry for your Log Book. Be on the lookout for similar locked panels throughout Bryyo to reveal more Lore entries.

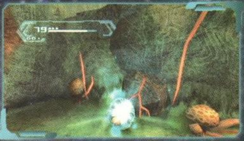
Hillside Vista



Watch out for the Gragnols as you enter Hillside Vista. Finish them off, then look at the vine-covered wall to the left to spot a Morph Ball tunnel. This is your path to the other side.

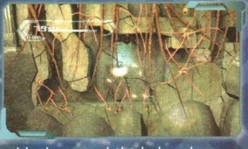
TIP

Before entering the Morph Ball tunnel, scan the Snatcher and Korba creatures along the wall to earn a couple of red credits. You can't enter scan mode while in Morph Ball form.

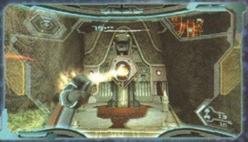


Back away from the chasm and look for this cracked piece of rock in the nearby wall—it's easy to spot in scan mode. Blast an opening in the rock with a Morph Ball bomb and roll inside the adjoining tunnel.

Missile Expansion 3



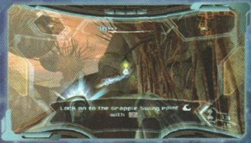
Inside the tunnel, the ledge above is too high to reach. Roll toward the Korba creatures emerging from a crack in the wall. As you get close to them, they attach to you, lifting your Morph Ball upward like a balloon. Use the Korbas to reach the high ledge, using a bomb to halt your ascent. Inside the upper portion of the tunnel is a Missile Expansion. Grab it and bomb your way up and out of the tunnel.



At the tunnel exit, scan this panel, then tear it away using the Grapple Lasso to reveal a statue containing fuel gel. Shoot the yellow circle to ignite the fuel gel and destroy the statue, clearing a path to Reliquary I.

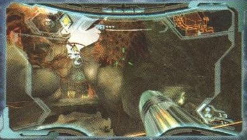
Enter Reliquary I to attain the Grapple Swing suit upgrade. This allows you to use Grapple Swing Points to cross wide spans Tarzan-style. Now you can reach the *GFS Theseus* and activate the satellite uplink.

GFS Theseus

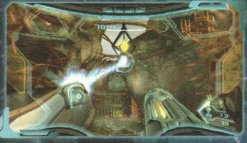


Lock on to the Grapple Swing Point with Z

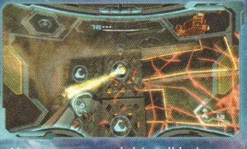
Return to Hillside Vista and try out your new Grapple Swing. Start off by locking on to the Grapple Swing Point above the chasm. Press and hold Z to extend the Grapple Swing. You'll immediately swing across the gap—release Z to let go at the right moment.



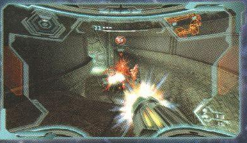
Once on the other side of Hillside Vista, return to the Grand Court and enter the side passage next to the fallen Golem statue. Follow the passage till you reach this high platform overlooking the Grand Court. Above the court are three Grapple Swing Points.



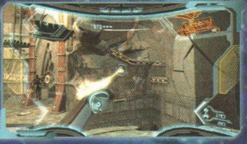
Swing from one point to the next to reach the opposite side of the room. Release Z to let go of one Grapple Swing Point, then quickly tap Z again to attach your Grapple Swing to the next point. If you fall, enter the Grand Court side passage and try again.



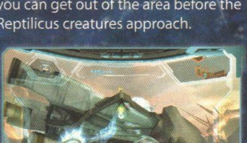
You must ascend this tall ledge to exit the Grand Court. Using your Grapple Lasso, pull these eight loose panels free to reveal a Morph Ball tunnel. Roll into the tunnel and bomb your way upward to reach the top.



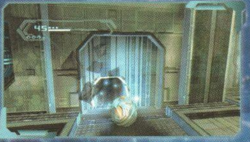
Continue through the Grand Court Path on your way to the Gateway. Along the way you encounter a lone Reptilicus. Scan the new creature, then quickly dispatch it with a few charged shots.



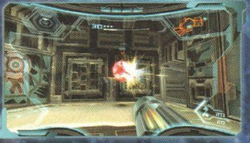
Use the Morph Ball tunnel to return to the Gateway. At this ledge, turn east and locate the Grapple Lasso Point. Use the Grapple Lasso to yank this platform down, creating a spot for you to jump across. If you're quick, you can get out of the area before the Reptilicus creatures approach.



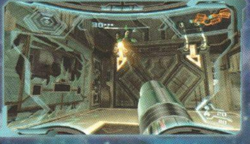
Move through the darkened corridor behind the Gateway area and pass through the doorway (on the upper ledge) to enter the Crash Site. The *GFS Theseus* lies directly ahead. Use the Grapple Swing to cross the gap.



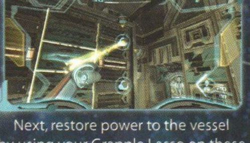
Locate this Morph Ball tunnel at the base of the vessel—some debris blocks the entrance. Drop a bomb to clear a path, then roll inside the tunnel to gain entry. Advance through the side-scrolling sequence till you are inside a room in the *Theseus*.



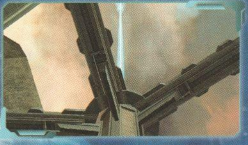
Immediately switch out of Morph Ball form to scan and engage an Atomic Corporeal Energy sphere. Dodge its explosive charges while circle-strafing around it.



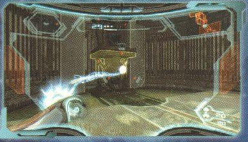
Once the interior is safe, focus on this panel held in place by two security clamps. Shoot both of the clamps to lower the panel.



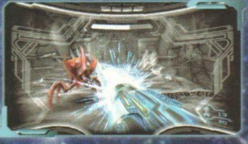
Next, restore power to the vessel by using your Grapple Lasso on these four power rods, pulling each rod into place.



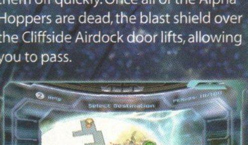
With power restored, the satellite uplink is ready. Simply interact with this switch to establish the uplink. The maps for all remaining areas in Bryyo automatically download to your Log Book, opening two new docking sites.



Retrace your steps back to the Cliffside Airdock. In the Gateway Hall, use your Grapple Lasso to pull free this lower block, creating a step so you can reach the high ledge above.



Farther down the Gateway Hall, your path to the Cliffside Airdock is blocked by a large blast shield covering the door. Suddenly, three Alpha Hoppers appear. Switch to Hypermode to finish them off quickly. Once all of the Alpha Hoppers are dead, the blast shield over the Cliffside Airdock door lifts, allowing you to pass.



Proceed to your Gunship and save your game. Once you're ready to take off, set a course for the newly revealed Fiery Airdock.

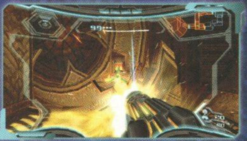
Bryyo-Fiery

FIERY RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Main Lift	Lore: Age of Schism	Blue
✓	Gel Processing Site	Warp Hound	Red
✓	Gel Processing Site	Lore: Age of War	Blue
✓	Gel Processing Site	Gragnol Adult	Red
✓	Gel Processing Site	Phazon Pillbug	Red
✓	Temple Access	Gelbug	Red
✓	Temple of Bryyo	Armored Pirate Trooper	Red
✓	Temple of Bryyo	Large Space Pirate Crate	Research
✓	Temple of Bryyo	Rundas	Red
✓	Temple of Bryyo	Defeat Rundas	Gold
✓	Temple Reservoir	Scorch Bug	Red
✓	Temple Reservoir	Gel Ray	Red
✓	Temple Generator	Lore: Downfall	Blue
✓	Imperial Hall	Bryyonian Shriekbat	Red

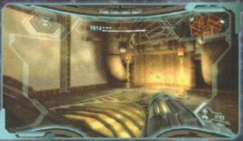
Investigate Eastern Energy Signature

Imperial Hall



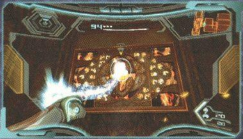
Begin your journey by heading south, into the Imperial Hall. There, two large rotating discs block your way. Hit the gel spouts with a charged shot to ignite the fuel gel, then follow the corridor into the Gel Refinery Site.

Gel Refinery Site

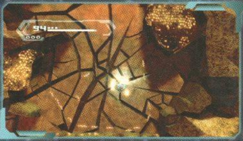


Several Reptilicus creatures occupy the Gel Refinery Site. Deal with them quickly by switching into Hypermode and dousing them with lethal amounts of Phazon. When the fight is over, move to the room's south side and locate these two parallel gel spots—ignite each with a charged shot. The spouts rotate and reveal a new platform. Hop onto this platform, then jump across to the nearby doorway leading into the Main Lift.

Main Lift

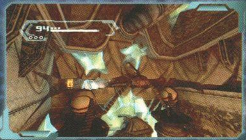


Upon entering the Main Lift, pull this panel down with your Grapple Lasso to find a Lore entry (Age of Schism). Scan the image into your Log Book to earn a blue credit.

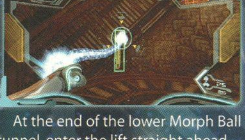


Locate the Morph Ball tunnel in the Main Lift and roll through to enter this cavern. Once again, use the Korba creatures to raise your Morph Ball up onto the nearest ledge to the left.

Missile Expansion 4

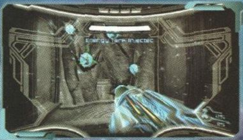


Instead of dropping down on the lowest ledge, let the Korba creatures lift your Morph Ball toward the cavern's ceiling. Drop down on the left-side ledge near the ceiling and navigate the adjoining Morph Ball tunnel to grab the Missile Expansion. Exit the way you came in, dropping all the way back to the cavern floor. Then use the Korbas to lift you to the lower ledge.

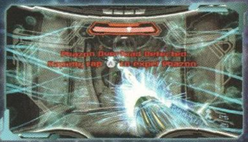


At the end of the lower Morph Ball tunnel, enter the lift straight ahead and throw the switch using your Grapple Lasso.

Corrupted Pool


Energy Tank Injected

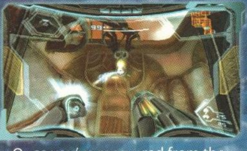
Blast through the Missile Door leading into the Corrupted Pool. When you come to this Phazon growth in the Corrupted Pool corridor, activate Hypermode and begin shooting the round nodules.


Phazon Overload Detected
Rapidly tap Ⓐ to expel Phazon

Something goes wrong with the PED, causing it to overload. Quickly discharge as much Phazon as possible by rapidly pressing Ⓐ. If you don't vent the Phazon quickly you'll die!

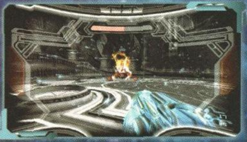
Phazon Corruption

From this point on, Samus is corrupted, making Hypermode a potentially dangerous option. When Hypermode is activated, Phazon levels start climbing about halfway through the 25-second duration. Keep a close eye on the Phazon meter at the top of the screen—if it gets close to being full, vent some Phazon by discharging your weapon. Each shot fired reduces the Phazon levels, preventing the PED from overloading. But don't fire too quickly or else you'll drain the Phazon completely, exiting Hypermode. Instead, try to keep the Phazon levels somewhere in the middle of the meter. While corrupted, you cannot exit Hypermode by pressing ⊕. The only way to exit Hypermode is by expending all your Phazon or by waiting out the full 25 seconds.

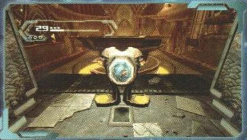


Once you've recovered from the overload scare, swing across this gap with your Grapple Swing, then proceed into the Gel Processing Site.

Gel Processing Site



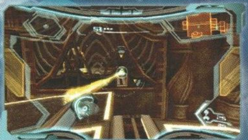
Scan one of the Warp Hounds first to attain a red credit. Next, go to work on them. Warp Hounds are very tough creatures, so consider activating Hypermode to finish them off quickly. Just keep your Phazon levels within safe parameters during the engagement. If you're accurate, you can eliminate all three Warp Hounds with one Hypermode activation.



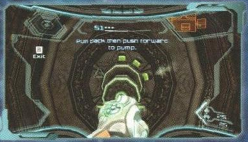
When the fight is over, approach this console on the room's far side. To advance through this area, you must reach an upper-level walkway by raising the central platform. Start by shooting the fuel gel spouts on the side of this console with charged shots. Once both spouts are ignited, a Bomb Slot opens in the center of the console. Enter the Bomb Slot in Morph Ball form, then drop a bomb inside the slot to raise the central platform up one level.

TIP

Scan the fiery fresco behind the console in the Gel Processing Site to download a Lore entry [Age of War].

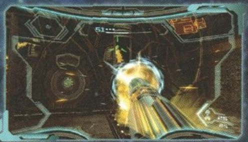


Jump to the raised platform in the center of the room and locate two Grapple Lasso Points on opposite sides of the shaft—each marked by a green orb. Use your Grapple Lasso to pull each of these implements into place.

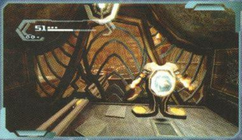


Pull back then push forward to pump.

Cross this beam and jump over into the next room. At the center of two fuel channels is a pump attached to the wall. Interact with the pump by pushing the Wii Remote back and forth, toward and away from the screen. Repeat this four times to get the fuel gel flowing.

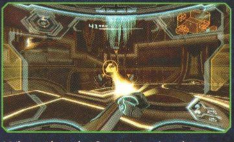


Back away from the wall and aim up at one of the streams of fuel gel. Power up a charged shot and shoot the source of the fuel gel (aim high) to ignite it, causing the implement inside the shaft to rotate. Ignite the second stream of fuel gel in the same fashion. This opens a Morph Ball tunnel at the base of the wall, beside the fuel pump. Roll into the Morph Ball tunnel and follow it back toward the main shaft and into the room on the opposite side.

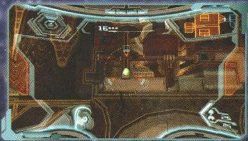


Here you'll find another fuel gel console, identical to the one you used earlier. Shoot the two spouts of fuel gel with a charged shot, then enter the Bomb Slot to raise the central platform another level.

TIP



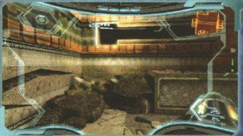
When the platform is raised to its second level, Gragnol Adults appear in the Gel Processing Site. Scan one for your Log Book. These creatures are easiest to kill with your Grapple Lasso. Simply attach your lasso to one and pull back on the Nunchuk.



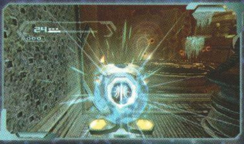
Return to the center platform and look for a green plug on the side of the shaft—you can pull it off with your Grapple Lasso. Once the plug is removed, fuel gel pours out. Hit the gel with a charged shot to ignite it. Suddenly, a second, parallel stream of fuel gel pours out of the wall—shoot it too. Igniting both streams of fuel gel sets off a chain reaction, destroying obstructions in a Morph Ball tunnel lining the shaft's upper perimeter.

TIP

Before entering the Morph Ball tunnel, scan it for Phazon Pillbugs—you can't scan them once you enter the tunnel. These creatures inhabit tunnels and can be destroyed with Morph Ball bombs.



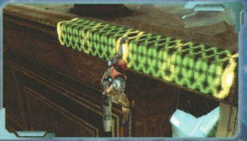
From the central platform, space jump over to this alcove to find the Morph Ball tunnel entrance. Switch to Morph Ball form and drop a bomb to reach the opening. In the tunnel, watch out for Phazon Pillbugs and flame jets. The Phazon Pillbugs can either be avoided or be destroyed with Morph Ball bombs, but you'll need to work your way around and past the flame jets.



The Morph Ball tunnel empties into a room with another fuel gel console—you know the routine. Hit both spouts with a charged shot, then drop a bomb in the Bomb Slot to raise the platform another level. You can now reach the exit.

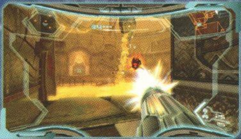
CAUTION

Before jumping back to the central platform, engage the newly released batch of Gel Puffers. Finish them off before attempting any jumps. Otherwise, they can throw you off course, potentially causing you to fall all the way down the shaft.



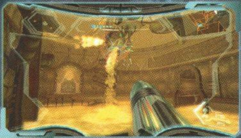
Space jump over to the central platform and locate this green ledge above. This is called a Grab Ledge. Simply space jump toward it and Samus will pull herself up. Enter the door at the top of the ledge to access the Gel Hall.

Gel Hall

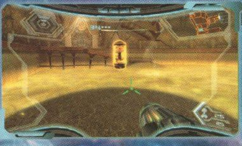


Watch your step as you enter the Gel Hall—a massive pool of lethal fuel gel fills the room's floor. Stand on the entry perch and engage the Gel Puffers before making any crossing attempts.

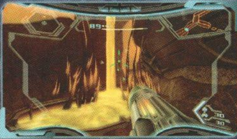
Missile Expansion 5



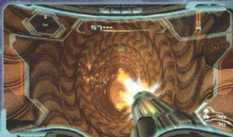
Next, study the Golem head carving that is spinning about the room's ceiling, spewing fuel gel from its mouth. As the head passes the fuel line on the left side of the room, hit the stream of fuel with a charged shot. The resulting geyser of flame cuts through the fuel line and releases a platform, which lands in the center of the room with a Missile Expansion on top.



Space jump over to the new platform and grab the Missile Expansion. From here it's just one more space jump over to the next perch, which leads to Save Station A. Replenish your energy and save your game—a boss battle is right around the corner.

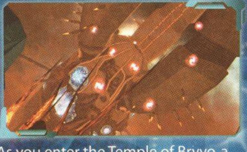


Advance through a corridor to reach the Gel Cavern, where you must hop across three pools of fuel gel while engaging a few pesky Gragnols. Streams of fuel gel pour into each pool from the ceiling at regular intervals. Time the streams of fuel gel and jump across when there's an opening. Avoid shooting the streams of fuel gel as the resulting explosion would inflict damage.

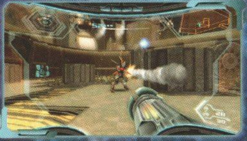


Cross the Gel Cavern to reach the Temple Access corridor. Slowly work your way through this passage shooting Gelbugs as you go—be sure to scan one for your Log Book.

Temple of Bryyo



As you enter the Temple of Bryyo, a Space Pirate vessel can be seen flying above. Jump out of the way as several incoming energy blasts strike the temple floor.



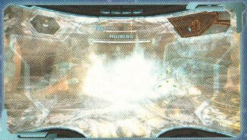
Following the brief bombardment, a Space Pirate ATC drops off a few Armored Pirate Troopers. Ignore the ATC and go after the pirates, scanning one first for your Log Book. Armored Pirate Troopers are equipped with heavy body armor. Use missiles to knock off their armor first, then hit them with your beam weapon to finish them off. Hunt down all the pirates on the floor to advance.

CAUTION

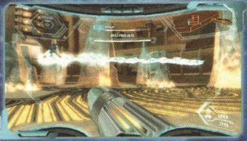
Hypermode is also very effective against armored threats, but in this instance, reserve your Energy Tanks for the impending boss battle.

Boss Battle: Rundas

Immediately scan Rundas to discover his weakness. Rundas is protected by ice armor, making him invulnerable to any of your weapons. But you can tear away his armor once he's stunned.



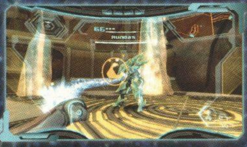
Spend the first few moments of the battle familiarizing yourself with Rundas's attacks—and avoiding them. If he manages to freeze you with one of these shotgun-like ice attacks, repeatedly press Ⓑ to break free. Watch for these attacks in the future and be ready to space jump laterally.



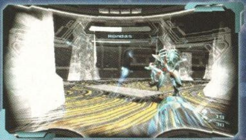
Rundas frequently flies around the room on a self-generated ice slide. Try to keep an eye on him, but don't bother shooting, as you're unlikely to cause any damage.

TIP

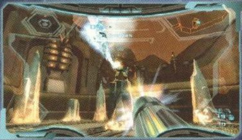
Low on health or missiles? Watch for Rundas's ice cube attack. He'll stand atop one of the ice pillars and launch a series of ice cubes at you. Shoot the cubes before they impact; most contain health power-ups and missiles.



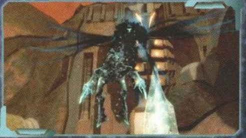
Wait till Rundas is on the ground, then hit him with missiles and charged shots in an attempt to stun him. Once he's stunned, a Grapple Lasso icon appears on his armor. Use your Grapple Lasso to rip off his ice armor. You must be fairly close to use the Grapple Lasso.



When Rundas's armor is removed, he's vulnerable to all your attacks. Stay on his tail and activate Hypermode. Hit him with as many Phazon blasts as possible before he regenerates his ice armor.

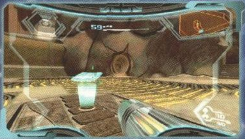


As Rundas takes more damage, his attacks become more elaborate and desperate. Watch out when he hops on one of the ice pillars and begins swinging around a large ice club. After a few swings, he'll hurl the giant chunk of ice at you and there's very little you can do to avoid it. Shoot at his grip on the club to make him drop the ice before the release.

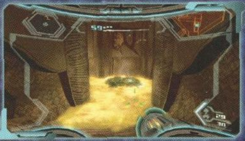


Keep the pressure on Rundas by stunning him, removing his armor, then hitting him hard with Hypermode attacks till he falls. After defeating Rundas, pick up the Ice Missile suit upgrade. Ice Missiles can be used to open new areas as well as to freeze enemies and fuel gel.

Temple Generator



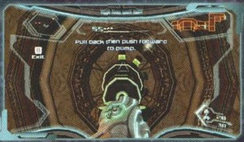
At the center of the temple, a lift hologram appears. Stand next to the rotating hologram to ride the lift down to the Temple Reservoir.



Fuel gel fills the floor of the Temple Reservoir. Fire an Ice Missile into the gel to create a small temporary island. Jump over to it and create another island with a second Ice Missile farther down the corridor to reach the room's exit.

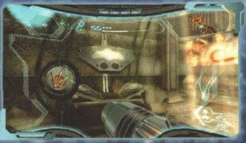
TIP

In the Temple Generator, take some time to scan the Scorch Bugs on the wall and the Gel Ray in the fuel gel to earn a couple of red credits. Gel Rays jump out of the fuel gel periodically, so be ready to scan them while they're in midair.

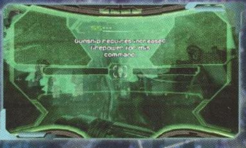


Pull back then push forward to pump.

In the adjoining Temple Hall, locate this pump on the right side of the passage and interact with it to get three streams of fuel gel pouring out of the nearby wall. Shoot the closest stream of fuel gel with an Ice Missile to temporarily freeze it, creating a solid platform. Jump over to the frozen platform and shoot the next fuel gel stream with an Ice Missile. Repeat the process till you reach the far side of the hall. Move through this area quickly because the fuel gel streams won't stay frozen for long.



Enter the Temple Generator room and interact with this console. It reports that the shield generator is online. While you're here, turn to the right and scan the Lore entry (Downfall).

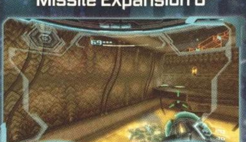


Gunship requires increased firepower for this command

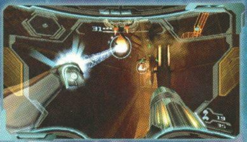
Move to this large window overlooking the shield generator. Bring up the Command Visor and order your Gunship to attack it. Unfortunately, your Gunship doesn't have adequate armament yet. Backtrack to Cliffside to upgrade your ship.

Fiery Airdock Return

Missile Expansion 6

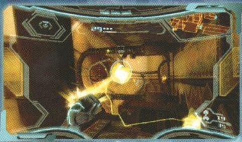


Retrace your steps back toward the Fiery Airdock, but watch for a couple of pick-ups along the way. In the Gel Hall, use your Ice Missiles to create islands in the fuel gel. Turn down the hall on the right to grab a Missile Expansion, then use more Ice Missiles to cross the Gel Hall, toward the Ice Missile door. Hit the door with an Ice Missile to access the Gel Purification Site.



In the Gel Purification Site, scan the ceiling for the red proximity switch. Shoot the first one to release a Grapple Swing Point. Use the Grapple Swing to latch onto the first point, but don't let go. While still swinging from the first point, shoot the next proximity switch to release another Grapple Swing Point. Swing to the second point and repeat the process with the third switch to reach the far side of the room.

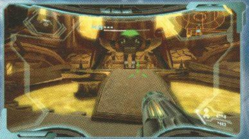
Missile Expansion 7



Gel Purification leads directly to the upper level of the Gel Refinery Site, putting you within a few steps of another Missile Expansion. Turn right and use your Grapple Lasso to pull down this loose pipe. Once a path is clear, grab the Missile Expansion and drop to the floor. Proceed through the Imperial Hall on your way to the Fiery Airdock

TIP

In the Hall, look for three Bryyonian Shriekbats. They're often too fast to scan, so try to hit one with an Ice Missile, then scan it.



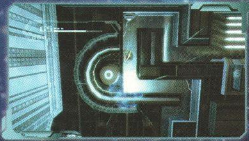
Return to your Gunship on the Fiery Airdock and set a new course for the Cliffside Airdock—you must access the new Federation Landing Site on foot before you can set your ship down for the upgrade.

Bryyo–Cliffside Revisited

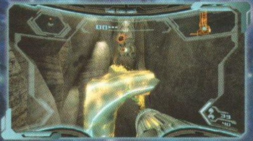
CLIFFSIDE RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT	GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Federation Landing Site	Energy Cell	Research	✓	Federation Landing Site	Galactic Federation Orange Door	Research

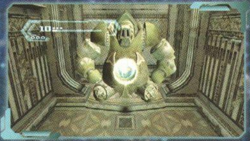
Missile Expansion 8



Upon landing at the Cliffside Airdock, head directly toward the *GFS Theseus*. Before entering the ship, enter the Morph Ball tunnel at the Crash Site. Maneuver through the hazardous tunnel to climb your way to the top of the Crash Site and retrieve the Missile Expansion.

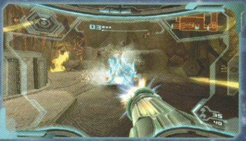


Now enter the *GFS Theseus* and exit through the door at the back of the ship to enter the Falls of Fire. Just as in the Temple Hall, use your Ice Missiles to turn the streams of fuel gel into solid platforms of ice to cross.

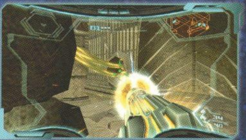


At the end of the hall, approach this Bryyonian Labor Golem in Morph Ball form. Hop into the Golem's Bomb Slot and drop a bomb to activate it. The Golem acts as an elevator, dropping down an extremely deep shaft, allowing you to safely reach the bottom. Shoot the Ice Missile door at the corridor's end to enter the Hidden Court.

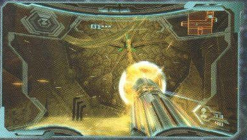
Hidden Court



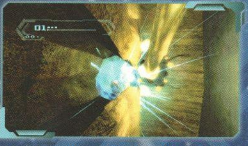
A massive War Golem dominates the center of Hidden Court, but don't let it distract you—eliminate the three Warp Hounds first. Ice Missiles are very effective against Warp Hounds if you can score a hit. Once they're frozen, hit the Warp Hounds with charged shots to blow them to pieces. Kill all the Warp Hounds to reveal a Bomb Slot at the base of the War Golem. You can't use it just yet—the Golem is tethered by four fuel lines attached to its limbs.



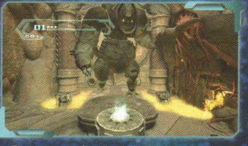
Move to the fuel line attached to the War Golem's right ankle and hit it with a charged shot to ignite the fuel gel inside. Next, follow the fuel line on the War Golem's right wrist to this cramped alcove. Charge up a shot and fire away to watch the fuel line disintegrate like a lit fuse.



Move to this wall opposite of the War Golem to spot a stream of fuel gel pouring into a small pool. Ignite the stream with a charged shot to light up the fuel line dangling nearby. This releases the War Golem's left arm.

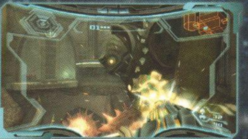


Look for the Morph Ball tunnel near the War Golem's left arm. Don't enter the tunnel yet. First, fire an Ice Missile at the flowing fuel gel to create a temporary ice bridge. Quickly enter the tunnel and cross the ice bridge before it melts. Follow the tunnel upward till you come to the fuel line source attached to the War Golem's left ankle. Drop a bomb to destroy it. Use bombs to bypass the now flowing fuel gel on the way out of the Morph Ball tunnel.

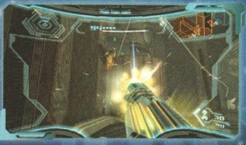


Return to the Bomb Slot near the War Golem's feet and drop a bomb inside. Once activated, the Golem removes a large cylindrical block from the floor, opening a new passage.

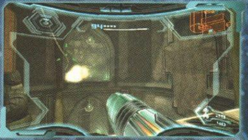
Ruined Shrine



Follow the new passage to reach the Ruined Shrine. Hold on this ledge and locate the yellow crystallized fuel gel deposit on the right side of the shaft. Hit it with a charged shot to set off several secondary explosions. This lowers a loose pipe, creating a bridge across the shaft's upper level and providing a Grapple Swing Point you can use to reach the other side.

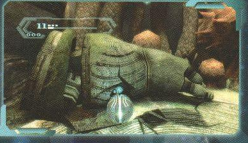


Before swinging across, locate this large vertical pipe on the left side of the shaft. Two cables hold it up. Destroy the first cable by shooting the nearby Gragnol Hive. If the exploding hive doesn't ignite the cable, follow up with a charged shot.

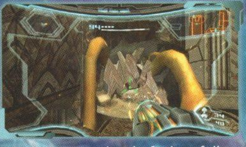


Destroy the second cable by targeting the Small Bryyo Coffers on the landing across the shaft. This dislodges the pipe, creating a second bridge across the shaft and allowing you to access the Hangar Bay.

Energy Tank 4

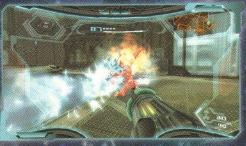


The Energy Tank in the Ruined Shrine is at the bottom of the shaft, inside the dismembered arm of a Golem statue. Scan the statue for a weak spot in the arm, then hit it with a charged shot. Roll into the hole in the arm to attain the Energy Tank. Use the nearby ledges to climb back up the shaft.

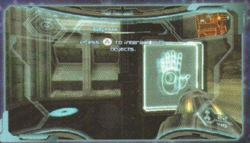


Swing across the shaft, then follow the nearby path up through a narrow passage to reach the makeshift bridges. When you come to a pile of rubble, hit it with an Ice Missile to clear a path to the Hangar Bay.

Federation Landing Site



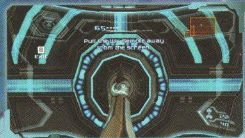
In the Hangar Bay, three Warp Hounds appear to prevent you from attaining the Gunship Missile Expansion. Ice Missiles remain a good way to deal with Warp Hounds, but if you've got Energy Tanks to spare, Hypermode is even more effective. After you defeat the Warp Hounds, three Reptilicus Hunters appear on the upper levels of the Hangar Bay. Dodge their attacks and wait for them to move into close range before laying into them with missiles and charged shots.



Press Ⓐ to interact with objects.

Finish off the Reptilicus Hunters to gain access to this Gunship Missile Expansion terminal. You can't land your ship yet because the hatch on the ceiling is closed. Still, interact with this terminal to raise a central platform you can use to reach the hatch controls. Now move to the lift and take it to the upper level.

Energy Cell 1

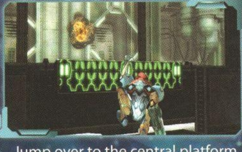


Pull the Wii Remote away from the screen.

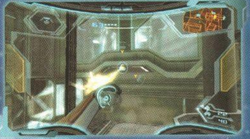
After exiting the lift, turn right to spot two ducts. Change to Morph Ball form and enter the nearest duct. You emerge in a small control room. Locate the switch on the nearby wall and pull out an Energy Cell. (You'll need Energy Cells later in the game.) Removing it lowers a shield on the Hangar Bay's floor level, providing access to a new area—you don't need to go there yet. Exit this control room by entering the closed duct on the left.

NOTE

Energy Cells are an inventory item you need to look for throughout the game. Unlike Energy Tanks, they are not used directly by Samus. Instead, they are used to power up certain areas. There are nine Energy Cells altogether.

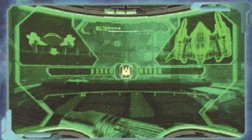


Jump over to the central platform and leap toward this Grab Ledge in the center. Destroy the two Gragnol Hives (and any Gragnols that escape) from this point. Make sure all threats are eliminated before making any critical jumps.

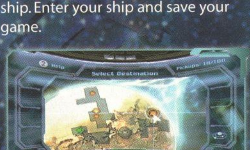


Locate this Grapple Lasso Point and pull this ramp toward you to provide another elevated platform. From the new platform, perform a series of space jumps across the upper level of the Hangar Bay, moving toward a control room that isn't missing an Energy Cell. Enter the control room via the side Morph Ball tunnel and interact with the controls to open the Hangar Bay hatch.

Gunship Missile Expansion 1



Return to the Hangar Bay floor and lower the Gunship Missile Expansion platform. Once it's down, activate your Command Visor and order your ship to land. Then hit the center button on the Gunship Missile Expansion terminal. The machinery does the rest, adding missiles to your ship. Enter your ship and save your game.



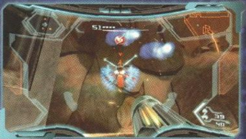
Once you're ready for takeoff, set a course for the Fiery Airdock. Because your ship has landed at the Federation Landing Site, you can return here at a later date, now that the site's icon appears on the ship's navigation screen.

Bryyo—Fiery Revisited

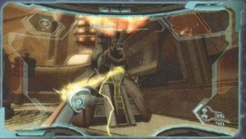
FIERY RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Corrupted Pool	Remorse-Class Turret	Red
✓	Temple of Bryyo	Armored Aerotrooper	Red
✓	Temple Generator	Destroy Eastern Energy Signature	Gold
✓	Temple of Bryyo	Advanced Shield Trooper	Red
✓	Gel Cavern	Use Shortcut	Friend Voucher

Destroy Eastern Energy Signature

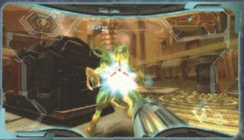


Upon landing at the Fiery Airdock, proceed directly to the Temple Generator. The path is now filled with Space Pirates, and you'll encounter a few new units along the way, including a Remorse-Class Turret in the Corrupted Pool and an Armored Aerotrooper in the Temple of Bryyo—scan both to earn red credits.

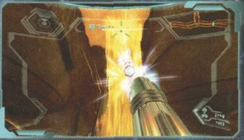


At the Temple of Bryyo, the lift leading to the Temple Generator is obstructed by a large metal hatch. On either side of the hatch are two jamming beacon devices. Dodge the attacks from the Armored Aerotroopers and approach the jamming beacons. Use your Grapple Lasso to pull the switches on both of them to temporarily deactivate them—do this quickly because they won't stay off for long. While both jamming beacons are deactivated, use your Command Visor to order your Gunship to come in for an air strike, targeting the obstructing hatch in the center.

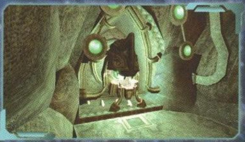
Proceed to the Temple Generator and move to the large window overlooking the shield generator. Activate your Command Visor to give your Gunship another target: the armored plating of the shield generator. Completing this objective earns you a gold credit.



Head back to the Fiery Airdock. You encounter a new threat in the Temple of Bryyo—the Advanced Shield Trooper. Start off by ripping away the shield using the Grapple Lasso. Next, go to work on the armor, using Ice Missiles to blast it. Once the shield and armor are gone, these ugly beasts drop like all other pirates.



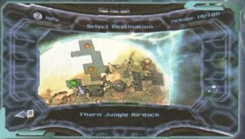
Midway through the Gel Cavern, turn down this passage on the left and fire an Ice Missile at the fuel gel waterfall. This temporarily halts the flow of fuel gel, allowing you to enter the passage beyond.



Approach this odd sculpture at the end of the passage and change into Morph Ball form. Drop a bomb at the sculpture's base to lift yourself up and into the small round opening at the center. This is a shortcut that transports you to the Imperial Hall. You earn a friend voucher just for using it.

NOTE

The shortcut in the Gel Cavern is a one-way route. You cannot use it to access the Gel Cavern from the Imperial Hall.



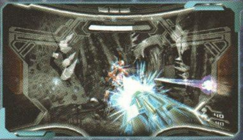
Continue through the Imperial Hall to the Fiery Airdock. Save your game in your ship, then set a course for the Thorn Jungle Airdock.

Bryyo—Thorn Jungle

THORN JUNGLE RESEARCH & CREDITS

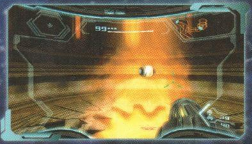
GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Ancient Courtyard	Assault Pirate Trooper	Red
✓	Ancient Courtyard	Advanced Pirate Trooper	Red
✓	Ancient Courtyard	Berserker Knight	Red
✓	Jousting Field	Pirate Hussar	Red
✓	Jousting Field	Korrak Beast	Red
✓	Jousting Field	Defeat Korrak Beast	Gold
✓	Jungle Generator	Lore: The Hunted	Blue
✓	Generator Hall South	Space Pirate Blue Door	Research
✓	South Jungle Hall	Phazon Fungus	Research
✓	Jungle Generator	Destroy Western Energy Signature	Gold

Overgrown Ruins

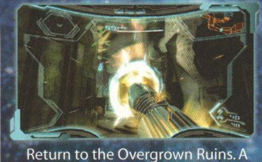


Start off by heading forward, entering the door to the Overgrown Ruins. When you enter the Overgrown Ruins corridor, two pirates enhanced by Phazon attack. Counter by entering Hypermode, using Phazon blasts of your own to strip the pirates of their armor.

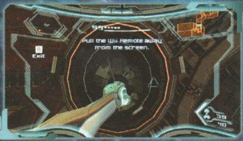
Energy Tank 5



When both pirates are down, turn toward this crystallized fuel gel deposit and shoot it with a charged shot. This opens a new passage leading to the Vault. Hit the red blast shield over the Vault door with a missile, then proceed inside to grab an Energy Tank.

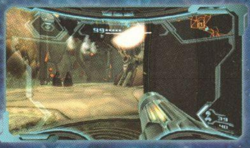


Return to the Overgrown Ruins. A blue energy shield blocks the path ahead. Backpedal till you spot a second crystallized fuel gel deposit high up on the left side of the cavern. Hit it with a charged shot to open a new passage. Directly across the new passage (on the right) is a small crate. Jump onto the crate, then hop over to the new passage's ledge.



Use the Morph Ball tunnel in the passage to access a small control room. Interact with the switch (next to the Morph Ball entrance) to drain power from the energy shield in the Overgrown Ruins. Return to the corridor and pass through the now accessible doorway to enter the Ancient Courtyard.

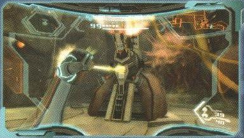
Ancient Courtyard



As you enter the Ancient Courtyard, a Space Pirate ATC hovers above the room and drops off a few Pirate Militia, some of which are enhanced with Phazon. Try to eliminate them quickly before they can enter their own form of Hypermode.

CAUTION

At least one of the Pirate Militia in the Ancient Courtyard is equipped with a hand-tossed Phazon bomb. If hit by one of these grenade-like devices, you'll suddenly enter Hypermode with dangerously high levels of Phazon threatening to overload the PED. Immediately discharge Phazon (by rapidly pressing Ⓐ) to lower the levels. But don't drain your Phazon meter completely. Take the opportunity to finish off the Pirate Militia in Hypermode.

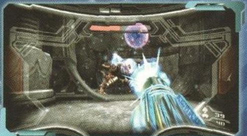


A massive wall divides the Ancient Courtyard, hindering your progress. But the wall can be destroyed by your Gunship. Before calling in an air strike, deactivate the nearby jamming beacon by pulling its switch with your Grapple Lasso. Next, bring up your Command Visor and target the large wall for your Gunship—you must do this before the jamming beacon reactivates. The resulting attack blows a large hole in the wall, giving you access to the second half of the Ancient Courtyard.

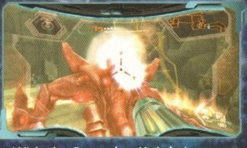
Soon after the air strike, an Assault Pirate Trooper, an Advanced Pirate Trooper, and a Berserker Knight emerge through the hole in the wall. Scan them quickly before entering Hypermode and engaging the Advanced Pirate Trooper. Blast away its armor with a few Phazon blasts, then finish it off while avoiding attacks from the Berserker Knight.

CAUTION

The Assault Pirate Trooper lags behind. If you don't scan him quickly, the Berserker Knight will pick him up and throw him at you. In any case, don't bother shooting him. Let the Berserker Knight deal with it—just be ready to dodge the incoming body.



When the pirates are down, focus on the Berserker Knight. As with the Berserker Lord, the Berserker Knight's armor on its head must be destroyed before you can deal any damage. When the Berserker Knight fires its large purple orbs toward you, shoot them to volley the orbs back at its head, damaging the armor. It takes four hits from these orbs to destroy the Berserker Knight's armor.



With the Berserker Knight's armor destroyed, aggressively target the red nodule on the top of its head to inflict damage. But be ready to dodge its fiery attacks too. Space jump over the expanding rings of fire while returning fire. Hit the Berserker Knight's weak spot with Ice Missiles or Phazon blasts to end the fight fast.

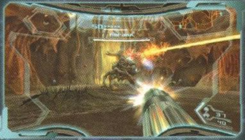
Drop the Berserker Knight first, then focus on the few pirates scampering around the Ancient Courtyard. Once this area is clear, cross the courtyard and enter the next door leading into the Enlightened Walkway. Fight your way past a few Crawltanks in the Enlightened Walkway on your way to the Jousting Field.

Jousting Field

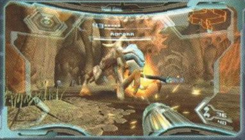
The pirates have set another trap for you in the Jousting Field, sealing off all exits while two Aerotroopers float above. Show no mercy to the Aerotroopers. Hit them relentlessly with Ice Missiles till they plunge out of the air. Once the Aerotroopers are down, a Pirate Hussar riding a Korrak enters the arena-like room, anxious for a showdown.

Boss Battle: Korrak

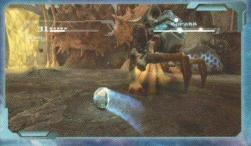
Start off by scanning the Pirate Hussar and the Korrak—it takes two separate scans, earning you two red credits. In addition to earning credits, the scan also reveals the Korrak's weak belly.



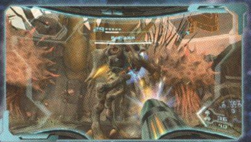
Go for the Pirate Hussar first. He fires an orange energy beam from his lance. Stay to the side of this attack and space jump over it as it sweeps the ground. Continually hit the Pirate Hussar with beam attacks until he is knocked free of the Korrak.



Having killed the Pirate Hussar, now focus on the Korrak. Wait for the Korrak to lash out with its tongue, then shoot it in the mouth. This causes the Korrak to enter a regenerative state.



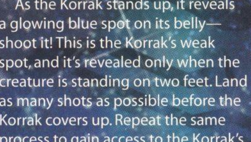
When orange beams of light emerge from the Korrak's torso, sneak up behind it in Morph Ball form and drop three bombs directly below the creature's belly. If your bomb placement is right, the Korrak topples over in a stunned state. Quickly face the Korrak and use your Grapple Lasso to pull the creature upright.



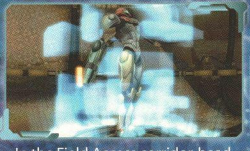
As the Korrak stands up, it reveals a glowing blue spot on its belly—shoot it! This is the Korrak's weak spot, and it's revealed only when the creature is standing on two feet. Land as many shots as possible before the Korrak covers up. Repeat the same process to gain access to the Korrak's weak underbelly: shoot its tongue, bomb its belly, then shoot it in the glowing blue vulnerable spot.

TIP

To finish the Korrak off quickly, enter Hypermode as soon as you pull the Korrak upright. A few Phazon blasts go a long way in defeating this stubborn creature. Killing the Korrak earns you a gold credit.



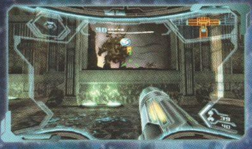
Once the Korrak is down, a couple of pirates enter the Jousting Field in a futile attempt to stop you. Deal with them, then collect all the power-ups floating about the room, left over from defeating the Korrak. Cross the Jousting Field and go through the doorway into the Field Access corridor.



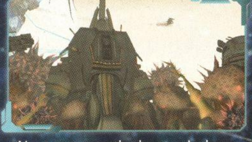
In the Field Access corridor, head toward the white Missile Door blocking the path to Save Station B. Enter and save your game before proceeding to the Jungle Generator.

Jungle Generator

Missile Expansion 9

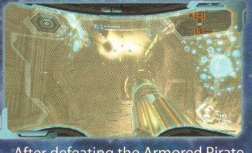


Enter the Jungle Generator room and immediately turn to the locked panel straight ahead. Fire at the red dots in the sequence in which they appear to reveal a Lore entry (The Hunted). Hidden among the Lore entry is a Missile Expansion—jump up onto the ledge to grab it.

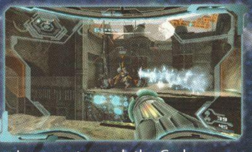


Next, move to the large window overlooking the Leviathan shield generator. Access your Command Visor and order your Gunship to commence an air strike. Unfortunately, the shield generator is protected by two large anti-aircraft turrets, chasing away your Gunship before it can fire its payload. You must knock out both anti-aircraft turrets before destroying the shield generator.

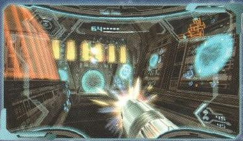
Turn back toward the room's entrance leading to the Field Access corridor. The path is suddenly blocked by a blast shield as two Armored Pirate Troopers enter the room. Avoid entering Hypermode in this fight, in order to preserve your Energy Tanks—you'll need them later. Instead, target the Armored Pirate Troopers with Ice Missiles to quickly knock off their armor, then finish them off with charged shots.



After defeating the Armored Pirate Troopers, enter the door leading to Generator Hall South. Target this canister of fuel gel to reveal a Grab Ledge on the right side of this crevasse.

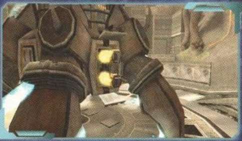


Jump up to reach the Grab Ledge. On the ledge, turn around and watch for two more Armored Pirate Troopers rushing through the corridor on the opposite side. Immediately open fire with Ice Missiles. If necessary, drop back down into the crevasse—this gives you more room to maneuver, making it easier to dodge attacks.

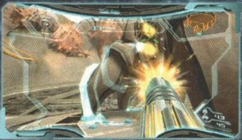


When you reach this corridor of the Generator Hall South, two Remorse-Class Turrets open fire. Duck around the corner and wait for these canisters of fuel gel to pass in front of the turrets, blocking their line of sight. Hit the fuel gel canisters with a charged shot to set off a chain reaction, destroying both turrets in the process. Watch for one more ceiling-mounted Remorse-Class Turret in the adjoining corridor on your way to the South Jungle Court.

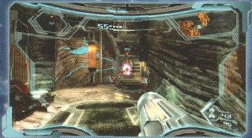
South Jungle Court



The first anti-aircraft turret is in the South Jungle Court. But it's guarded by several pirates. Don't waste any time engaging the pirates—there's an endless supply of them. Instead, drop to the ground and rush beneath the turret to spot this ammunition release valve. Yank it down with your Grapple Lasso to expose the fuel gel-based ammunition canisters on the sides of the turret.

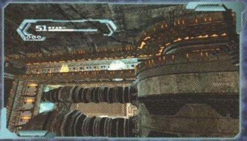


Once the canisters are exposed, step out from beneath the turret and hit one of the canisters with a charged shot. Repeat the process three more times (on each of the magazines) to destroy the turret. This also opens a path to the South Jungle Hall.

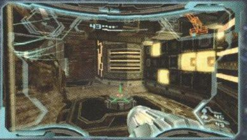


Fight your way past a Remorse-Class Turret and several Jolly Roger Drones in the South Jungle Hall while advancing toward the Auxiliary Dynamo. Take note of the Phazon Fungus growing on the walls—scan it for your Log Book.

Gunship Missile Expansion 2

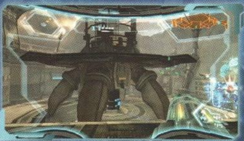


In the Auxiliary Dynamo, locate this stuck piston. Dislodge it with your Grapple Lasso to clear a path through a Morph Ball tunnel. Enter the Morph Ball tunnel (near the entrance) and follow it to reach a Gunship Missile Expansion, increasing the amount of missiles your Gunship can carry.

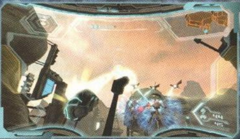


The North Jungle Hall is filled with Aeromines and Proximity Mines. Simply roll beneath the Aeromines, but watch your step around the Proximity Mines—if you get too close they'll explode! Inch forward a few steps at a time and scan ahead to locate Proximity Mines on the floor and walls. Detonate each mine with one shot, but stand back because they have a large blast radius.

North Jungle Court



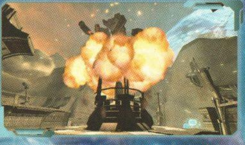
The second anti-aircraft turret is located in the North Jungle Court. But the turret's ammunition release valve is locked in place by three clamps connected to levers high above the room. Start off by climbing to one of the lever platforms on the room's perimeter. Space jump onto this platform, then jump across to the narrow platform surrounding the turret. From there you can reach any of the three lever platforms.



Grab a hold of one of the levers with your Grapple Lasso and pull it back to release one of the clamps. Next, deal with the Aerotroopers swarming nearby. If you don't eliminate the Aerotroopers, they'll pull the lever back in place, securing the clamp on the ammunition release valve. More Aerotroopers will soon appear, so you must move quickly to release all three clamps.

TIP

Only two Aerotroopers appear at a time in the North Jungle Court—as you kill two, two more appear, but with a noticeable delay. Use this delay to your advantage. Stand next to the first lever and quickly kill both Aerotroopers using liberal amounts of missiles or Hypermode if necessary. As soon as the Aerotroopers are down pull the first lever. Quickly make your way to the next two levers and pull them before the new shift of Aerotroopers can respond. There is little margin for error, so make all of your jumps along the way.



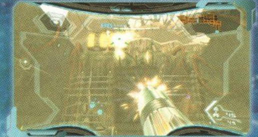
Once all three clamps are released, the ammunition valve falls open and remains there, exposing all four fuel gel magazines. Circle around the turret firing charged shots at each of the magazines. Hit all four to destroy the turret, then proceed into the North Jungle Hall.

TIP

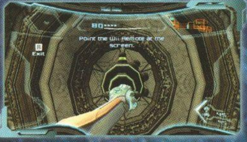
If you flip all three levers without an enemy flipping any of them back, you're awarded a Friend Voucher.

Missile Expansion 10

To claim this expansion, don't drop down into the crevasse in the North Jungle Hall. Instead, stare up at this walkway, secured in place by clamps.

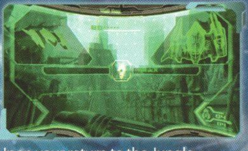


Wait for a cluster of fuel gel canisters to pass by, just above the clamps. The resulting explosion destroys the clamps, dropping the walkway into place.



Cross the walkway and interact with this fuel pump on the wall to open a Morph Ball tunnel leading to the Missile Expansion to the right. Roll through the tunnel to grab the Missile Expansion.

Destroy Western Energy Signature



Upon your return to the Jungle Generator (via the North Jungle Hall), move to the window overlooking the shield generator and activate your Command Visor to initiate the air strike. With no opposition, your Gunship has no problem penetrating the air space and delivering its devastating payload on target. The Leviathan's shield is now down, giving you access to the Seed.

NOTE

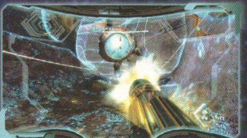
There are no pick-ups on your way back to the Thorn Jungle Airdock. Simply rush back and plot a course for the Bryyo Seed.

Bryyo-Seed

SEED RESEARCH & CREDITS

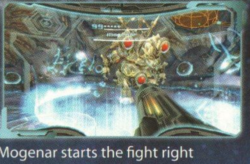
GOT IT?	LOCATION	SCAN/ ACTION	CREDIT
✓	Landing Site Delta	Leviathan Door	Research
✓	Leviathan Core	Mogenar	Red
✓	Leviathan Core	Defeat Mogenar	Gold

Destroy the Leviathan Seed

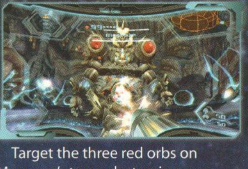


After setting down at Landing Site Delta, jump across these organic jellyfish-like platforms on your way to the Core Access tunnel. Once there, scan these barricades to reveal their weakness. Hit the eye-like center with two charged shots to destroy them, then continue into the Leviathan Core to spot a giant Reptilicus War Golem in the center of the room. Drop to the floor to initiate the boss battle.

Boss Battle: Mogenar



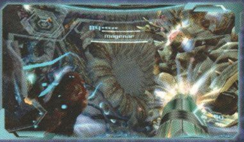
Mogenar starts the fight right away by stomping the ground, sending a large ring of energy out along the floor. Space jump over the ring of energy to avoid taking damage. Watch for this same attack throughout the battle and dodge it accordingly.



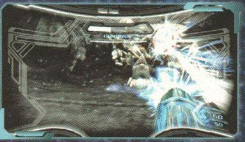
Target the three red orbs on Mogenar's torso, destroying one at a time. But pay attention to the movement of the orbs to stay on target. Mogenar can shuffle the orbs around from socket to socket. Keep up the attack till all three orbs are destroyed and each socket emits a bright white light.

CAUTION

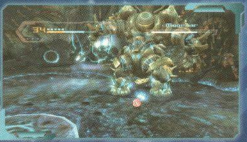
Mogenar will attempt to replace any destroyed orbs, pulling them from the sides of the cavern. Shoot the new red orbs before they reach his hands to prevent him from repairing himself.



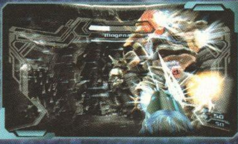
Mogenar usually retaliates by launching one of his green immaterial hands at you. Simply shoot it or jump out of the way to prevent taking damage. Once you've destroyed all the red orbs on Mogenar's front side, circle around behind him and shoot the single red orb on his back till it's destroyed. Once again, pay attention and foil any attempts Mogenar makes to regain these red orbs.



Once all four red orbs are destroyed, enter Hypermode and target one of the empty sockets on Mogenar's front side—the lowest socket is a good place to start. Instead of targeting the center of the socket, shoot the outer rim. After a few hits, the socket will overload with Phazon and explode, rendering it useless and inflicting a significant amount of damage.

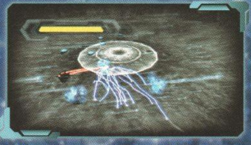


After you destroy one of the sockets, Mogenar charges directly at you. Quickly sidestep (or roll) out of his way. After he passes, enter Morph Ball form and drop three bombs between his feet. This will destroy the Phazon crystals on his feet, ending his charge attacks. It may take several attacks to destroy the crystals on each foot. After each attack run, exit Morph Ball form and prepare to space jump over an energy ring as Mogenar prepares for another charging attack.



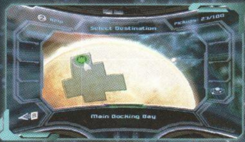
When Mogenar stops his charging attacks, enter Hypermode again and target another one of his sockets. Keep hitting the socket rim with Phazon till it explodes. Having suffered another lost socket, Mogenar once again enters a charging attack phase. Dodge out of his way and place Morph Ball bombs at his feet (while his back is turned) to eliminate the Phazon crystals.

Keep hitting Mogenar's sockets with Phazon to finish him off. Don't forget to hit the socket on his back. Once all four sockets are destroyed, Mogenar explodes, releasing enormous amounts of Phazon energy. Following Mogenar's defeat, grab the Hyper Ball upgrade in the center of the room.



Put your new upgrade to use by entering Morph Ball form and holding down Ⓐ to activate the Hyper Ball. Bolts of Phazon energy erupt from the Morph Ball. Use this energy attack to destroy the Phazon growths in the center of the floor.

The Seed is now exposed. Emit a burst of Phazon energy (Ⓐ) when prompted to destroy the Seed and free Bryyo of the Phazon corruption.



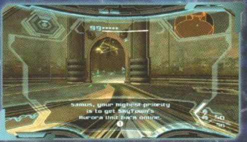
Well done, hunter. Your next objective is to go to Elysia and stop the Phazon corruption there. Set a course for Elysia, landing at the Main Docking Bay.

Elysia—SkyTown West

SKYTOWN RESEARCH & CREDITS

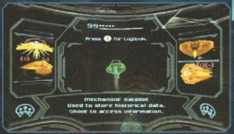
GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Main Docking Bay	SkyTown Storage Unit	Research
✓	Main Docking Bay	Heavy SkyTown Storage Unit	Research
✓	Main Docking Bay	Transportation Drone	Red
✓	Main Docking Bay	Aerial Repair Drone	Red
✓	Main Docking Bay	Databot	Red
✓	Main Docking Bay	Lore: Creators	Blue
✓	Zipline Station Alpha	Zipline Cable	Research
✓	Arrival Station	Tinbot	Red
✓	Arrival Station	Lore: Gift	Blue
✓	Transit Hub	Kinetic Orb Cannon	Research
✓	Steambot Barracks	Steambot	Red
✓	Steambot Barracks	Steamlord	Red
✓	Steambot Barracks	Defeat Steamlord	Gold
✓	Barracks Lift	Lore: Discovery	Blue
✓	Aurora Lift	Repair Drone	Red
✓	Maintenance Shaft AU	Sky Puffer	Red
✓	Skybridge Hera	Dragoon Battle Drone	Red
✓	Skybridge Hera	Stylish Kill: Destroy Bridge without Fighting	Friend Voucher
✓	Construction Bay	Elysian Shriekbat	Red
✓	Ballista Lift	Lore: Slumber	Blue
✓	Ballista Storage	Defense Drone	Red
✓	Ballista Storage	Defeat Defense Drone	Gold
✓	Ballista Storage	Spinner	Research
✓	Steambot Barracks	Half-Pipe	Research
✓	Main Docking Bay	Ghor	Red
✓	Main Docking Bay	Defeat Ghor	Gold
✓	Aurora Chamber	Aurora Unit 217	Red
✓	Security Station	SkyTown Orange Door	Research
✓	Landing Site A	Lore: Alone	Blue

Main Docking Bay


Samus, your highest priority is to get SkyTown's Aurora Unit back online.

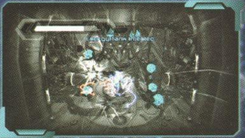
Welcome to SkyTown. Start off by heading to the Main Docking Access corridor. But before leaving the Main Docking Bay, be sure to scan the nearby objects and drones for your Log Book. A Transportation Drone, Aerial Repair Drone, and Databot are all nearby.

Databots

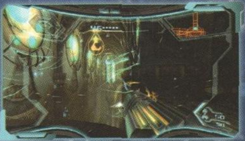

Press ① for Logbook.

Mechanoid: Databot
Used to store historical data.
Shoot to access information.

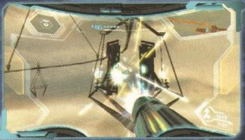
All lore entries in SkyTown are carried by Databots. These manta-shaped Mechanoid entities are usually found flying high above rooms. To retrieve the Lore entry, shoot the Databot once. When hit, the Databot projects a holographic image, revealing the entry. Quickly scan the hologram to retrieve the entry. The Databot in the Main Docking Bay reveals the "Creators" Lore entry.



In Main Docking Access, enter the Bomb Slot in the center of this statue and initiate Hypermode. Hold down Ⓐ to activate the Hyper Ball, shooting bolts of Phazon at the surrounding Phazon growths. Destroying all the growths causes the statue to descend into the floor, clearing a path.



Next, use charged shots to destroy the two glass panes in this corridor. When both panes are shattered, use your Grapple Swing (and the two Grapple Swing Points) to cross this gap. Enter the door at the corridor's end to access Zipline Station Alpha.

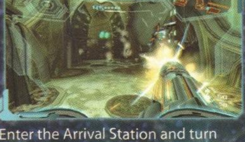


Most of the platforms in SkyTown are linked by Zipline Cable Rails. There is a Grapple Swing Point on the rail above Zipline Station Alpha. Attach your Grapple Swing and hold on as you head toward the Arrival Station.

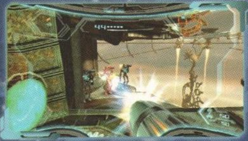
CAUTION

While on the zipline, watch for obstructions in your path and shoot them.

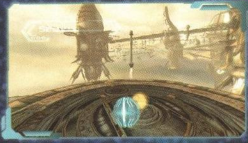
Arrival Station



Enter the Arrival Station and turn right—look for a couple of Tinbots in the corridor ahead. These ancient-looking Mechanoids pose little threat, but they attack as you approach. Scan one for your Log Book (and a red credit), then finish off the Tinbots with charged shots.



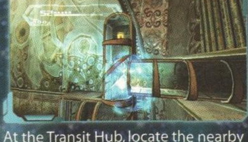
Four more Tinbots wait around the next bend in the corridor. Blast them off the nearby ledge with charged shots—Ice Missiles are also very effective. When they're down, ignore the nearby Grab Ledge for now and continue through the lower passage to locate another Databot. Hit the Databot and scan its "Gift" Lore entry for your Log Book.



Proceed through the Hub Access corridor to this platform outside—there's no Zipline Cable Rail here. Instead, enter Morph Ball form and roll into the yellow orb-shaped hologram to enter the Kinetic Orb Cannon. This device fires your Morph Ball across the wide span toward the Transit Hub.

Transit Hub

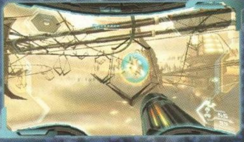
Missile Expansion 11



At the Transit Hub, locate the nearby Morph Ball tunnel and roll inside. Not far from the entrance is a Missile Expansion in a vertical shaft. Bomb-jump to reach it, then continue through the tunnel.

TIP

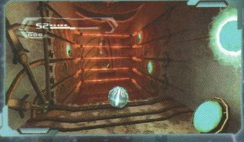
If you're having trouble reaching the Missile Expansion in the Transit Hub, enter the upper horizontal shaft to the right. Balance your Morph Ball on the edge of the vertical shaft and drop a bomb. As soon as the bomb explodes, roll left. If your timing is right, the bomb's concussion will lift your Morph Ball upward, allowing you to grab the Missile Expansion.



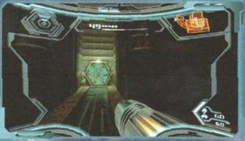
The Morph Ball tunnel ends on the Transit Hub's center platform. Space jump to the platform with the next Zipline Cable Rail. Attach your Grapple Swing and head off toward the Barracks Access. Along the way, energy orbs are dropped in your path. Shoot them to avoid getting knocked off the zipline.

Barracks

Missile Expansion 12

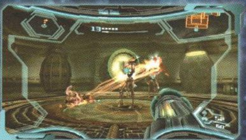


In the Barracks Access corridor, change to Morph Ball form and roll beneath these security lasers panning back and forth. As you drop off the ledge (beneath the lasers) roll backward to locate a Missile Expansion hidden in this alcove. Grab it and continue on through the Barracks Access.

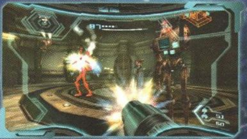


Enter the lift at the end of the corridor, then roll through the adjoining Morph Ball tunnel to enter the Steambot Barracks. Approach the blue door in the Steambot Barracks to initiate a boss battle.

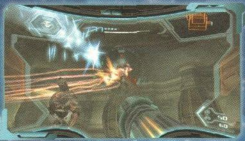
Boss Battle: Steamlord



Start by scanning a Steambot and the Steamlord for your Log Book, earning two red credits. Steambots are slightly more durable than their Tinbot counterparts. Hit them with charged shots and missiles to knock them down. However, the Steamlord can resurrect fallen Steambots, no matter how many times you've killed them.

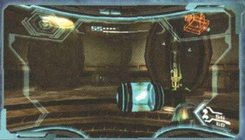


Lash out against the Steambots first, knocking down as many as you can in a short time. You can't effectively engage the Steamlord until at least one Steambot is down. The Steamlord then appears to resurrect each Steambot. The busier you can keep the Steamlord, the easier he is to hit.

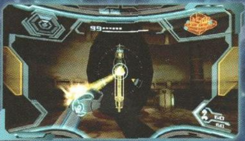


When the Steamlord comes to resurrect the Steambots, hit him with a barrage of Ice Missiles and charged shots. It won't take many hits to finish off the Steamlord, so keep up the pressure until he falls. Once the Steamlord is down, the Steambots self-destruct.

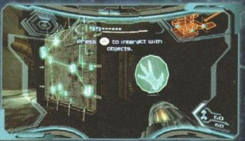
Energy Tank 6



Defeating the Steamlord earns you a gold credit. Also, he drops an Energy Tank. Grab the Energy Tank and any other power-ups left over from the battle.

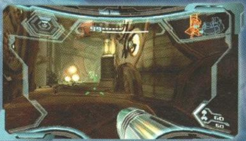


To remove the blast shield over the blue door, pull all three of these safety release valves. Now you can enter the Barracks Lift area.

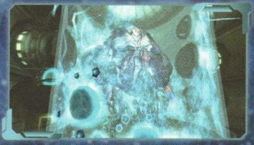


Enter the Barracks Lift and locate a Databot flying above the room. Shoot it to reveal the "Discovery" Lore entry. Continue moving through the corridor until you spot a hand-shaped switch. Interact with it to activate the lift, indicated by a yellow hologram. Ride the lift to the second level and then ride the next zipline outside at Zipline Station Bravo toward the Aurora platform.

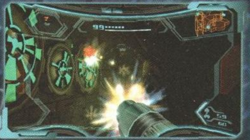
Aurora Platform



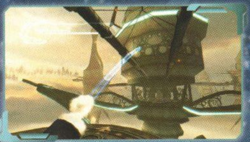
At the end of the zipline, go through the door ahead into the Aurora Lift corridor. Inside, scan the small Repair Drone scurrying about on the floor—it's harmless but still worth a red credit when you scan it. Shoot the Ice Missile door at the end of the corridor afterward to attain access to Save Station A. Use this opportunity to recharge and save your game.



Return to the Aurora Lift corridor and activate the lift with the green hand-shaped switch on the wall. Take the lift to the lower level and enter the Aurora Chamber. Inside, Aurora Unit 217 is offline and secured behind a gate fixed with a kinetic lock that you must open.



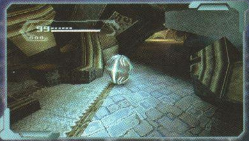
Pass through the Aurora Chamber and on into the adjoining Maintenance Shaft AU. Several Sky Puffers float above this corridor. These creatures are filled with volatile gases. Scan one for your Log Book, then start shooting. Be careful when engaging these creatures at close range because their blast radius is very large. When the path is clear, space jump across the shaft and enter the blue door at the end of the corridor.



A Kinetic Orb Cannon waits outside the Maintenance Shaft AU door. Enter Morph Ball form and roll into the hologram to load yourself into the cannon. It shoots you toward the large Spire Dock, a central hub in SkyTown's west side. Turn right and head toward the zipline leading to the Junction.

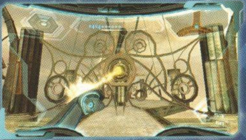
NOTE

Investigate the center of the Spire Dock to locate Ghor's powered battle armor suit. But where's Ghor? Obviously he didn't get around to vaccinating Aurora Unit 217. Something strange is going on here.



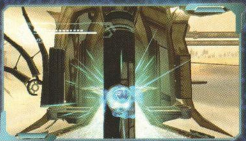
After you land at the Junction platform, enter the Junction corridor and turn left. The corridor ahead is blocked, but there's a small tunnel at floor level. Change to Morph Ball form and roll through to reach the other side. Move to the opposite end of Junction, toward the Ice Missile door leading to Skybridge Hera.

Skybridge Hera

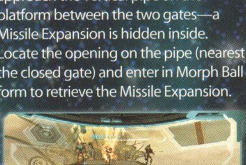


Approach the gate straight ahead and tear it away with your Grapple Lasso. This triggers the appearance of three Dragoon Battle Drones. Scan one of the new hostiles to earn a red credit and reveal their weakness. Instead of shooting the Dragoon Battle Drones, simply target them with your Grapple Lasso and yank off their thrusters. With no lift, the drones fall to the ground and crash. But you must be relatively close to pull off this attack.

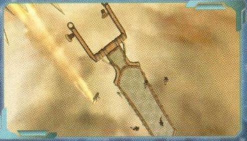
Missile Expansion 13



Before moving on to the next gate, approach the vertical pipe on the platform between the two gates—a Missile Expansion is hidden inside. Locate the opening on the pipe (nearest the closed gate) and enter in Morph Ball form to retrieve the Missile Expansion.

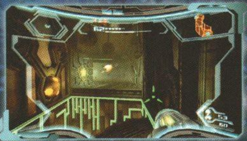


Tear away the second gate with your Grapple Lasso and cross the bridge. As you cross, three Steambots are resurrected by a Steamlord on the bridge, blocking your path. Instead of engaging the Steambots and Steamlord on this narrow bridge, simply roll past them in Morph Ball form—be careful not to roll off the sides and don't drop any bombs along the way.

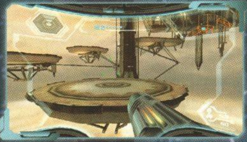


When you reach the far side of the bridge, tear away the next gate with your Grapple Lasso. This triggers a cinematic showing the bridge collapsing behind you, along with the Steambots and Steamlord. If you didn't open fire on any of the Steambots, you'll earn a friend voucher for this stylish kill.

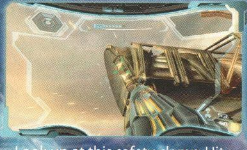
Ballista Platform



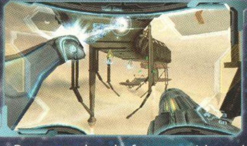
Follow Skybridge Hera to the door ahead and enter Maintenance Shaft GP. Cross this corridor by jumping onto the platforms lining the walls. Go through the door at the end to enter the Construction Bay.



To reach the Ballista Lift, higher up on the platform, you must maneuver through the Construction Bay. Start by space jumping between these round floating platforms. On the last round platform, look right to spot three Grapple Swing Points—you can't use them yet, however. You must release three large panels before crossing.



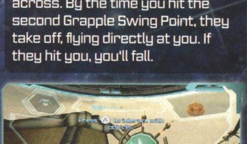
Look up at this safety clamp. Hit it with a charged shot to release it, causing the door above to swing open, revealing a Grab Ledge. Space jump toward the Grab Ledge and enter the nearby Morph Ball tunnel. Roll through the Morph Ball tunnel and trigger three Bomb Slots to release the panels separating the Grapple Swing Points.



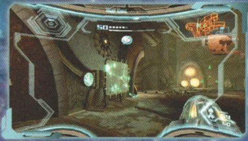
Return to the platform outside and begin swinging across. Attach to the first point, but don't let go. Instead, while swinging on the first point, rotate right to line yourself up with the next two points. When you're lined up, swing across each point to the platform on the other side.

TIP

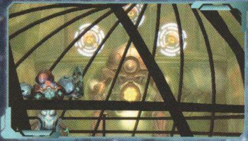
A trio of Elysian Shriekbats lurks on the underside of the Grapple Swing platform. Try to scan and shoot them before swinging across. By the time you hit the second Grapple Swing Point, they take off, flying directly at you. If they hit you, you'll fall.



Advance to the top of this platform using the lower bridge and Morph Ball tunnel. Hit this green switch to rotate the nearby bridge toward the main platform. Roll across the bridge as far as you can, then space jump toward the next platform to access the Ballista Lift corridor. Watch out for more Dragoon Battle Drones entering the area.

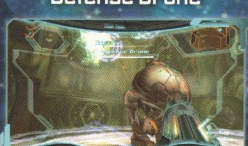


Just inside the Ballista Lift door is another Databot with the "Slumber" Lore entry—scan it. Next, interact with the green hand-shaped switch on the wall to activate the lift. Step onto the yellow lift hologram and ride it down to the next level.

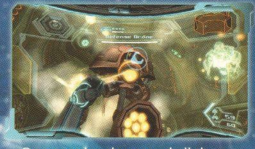


At the bottom of the shaft, enter the door leading to Ballista Storage, where the new Chozo technology is located. In the corridor straight ahead is a suit upgrade. But you must defeat a new boss to claim it!

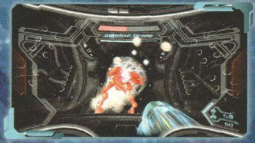
Boss Battle: Defense Drone



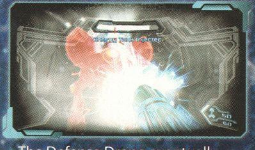
The Defense Drone is heavily armored with no exposed weak points. However, if you target and destroy all three of its antennae, you can stun the drone, which allows you to temporarily open its armor shell. While targeting the Defense Drone's antennae, watch out for its jump attacks. As the drone lands, it sends out an expanding ring of energy. Space jump over these energy rings to avoid taking damage.



Once you've destroyed all three antennas, the drone enters a stunned state. Use this opportunity to rip its armor open with your Grapple Lasso.

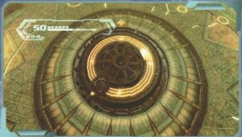


While the Defense Drone's armor is open, enter Hypermode and target the red glowing sphere on its head, exposed by the narrow gap in its armor. But the Defense Drone won't sit still. Instead, it retaliates with a new attack of its own, launching these large energy orbs toward you. Shoot the orbs as soon as they appear. Otherwise they'll bounce around the room, tracking your movements until they crash into you.

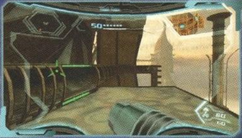


The Defense Drone eventually generates new antennae. Start over by destroying the antennae and cracking open the drone's armor with your Grapple Lasso. Enter Hypermode and target the red spot on the drone's head until it explodes; you've earned a gold credit and the Boost Ball upgrade.

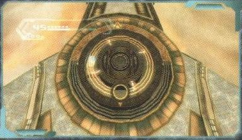
Vaccinate Aurora Unit 217



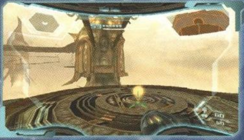
Try out the new Boost Ball on the Spinner at the center of the room. *Tuck into Morph Ball form, then boost* to enter the Spinner at the yellow orb-shaped hologram. Once inside, hold down B to drop down into the Spinner. Once inside, hold down and release B in a repetitive rhythm to activate the Spinner. Rotate the spinner 180 degrees until the Morph Ball opening is lined up with the lit arrow at the top. This activates the lift, returning you to the upper level of the Ballista Storage shaft.



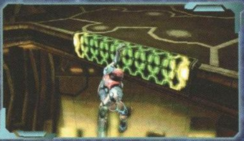
Now make your way back to the Aurora Chamber. Start by heading out to the Construction Bay. Instead of crossing the round floating platforms, turn left and locate this Morph Ball tunnel—it leads to the Construction Bay's lower portion.



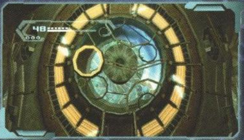
From the lower Construction Bay area, head back through Maintenance Shaft GP and onto Skybridge Hera. Although the bridge is gone, a Spinner waits outside the doorway. Enter the Spinner and rotate it 180 degrees to reveal a Kinetic Orb Cannon. Use the cannon to sail toward the Junction platform.



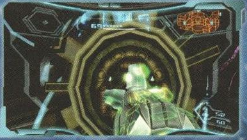
From Junction, head toward the Spire Dock, using the zipline to reach it. On the Spire Dock, locate another Kinetic Orb Cannon to return to the Aurora platform, near Maintenance *Shaft AU.*



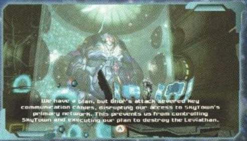
Blast the Sky Puffers in Maintenance Shaft AU before attempting the space jump over to the Grab Ledge. Once you've made it across, enter the nearby door into the Aurora Chamber.



In the Aurora Chamber, enter the kinetic lock (in Morph Ball form) and use the Boost Ball to rotate it. Keep spinning until the Morph Ball opening reaches the top. This unlocks the gate, giving you access to Aurora Unit 217. Interact with the console in front of the unit. This opens a hatch on the left side of the chamber leading to the maintenance level. Roll through the open hatch and follow the tunnel down in the maintenance level.



In the maintenance level, several Steambots activate, emerging from alcoves on the room's perimeter. Strafe around the circular room while firing missiles and charged shots at *these antiquated guardians. After* finishing off the Steambots, look for this switch on the outer wall. Interact with it to vaccinate Aurora Unit 217.



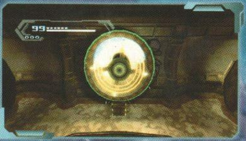
We have a plan, but Ghor's attack severed key communication cables, disrupting our access to SkyTown's primary network. This prevents us from controlling SkyTown and executing our plan to destroy the Leviathan.

Suddenly, Ghor appears in the maintenance level and opens fire on Samus, destroying some of Aurora Unit 217's vital circuitry. You can't chase after Ghor directly—the door he exited through is secure. Instead, return to Aurora Unit 217 through the Morph Ball tunnel. Interact with the AU's control panel to learn that you must find a way to repair the circuitry before Aurora Unit 217 can be of any use—Ghor's Plasma Beam should do the trick.

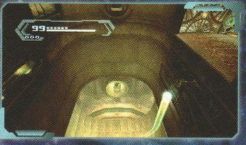
TIP

Before chasing after Ghor, save your game at Save Station A, just off the Aurora Lift corridor.

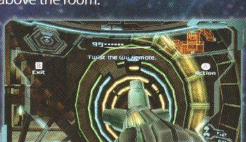
Acquire Plasma Beam



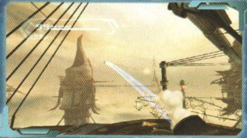
Return to the Aurora Lift and take Zipline Station Bravo back to the Barracks Lift. Along the way you get an alert from your Gunship warning of an approaching entity—get to the Main Docking Bay! In the Steambot Barracks, locate this Spinner on the wall. Hop inside and rotate the Spinner 180 degrees (with the Boost Ball) to raise a half-pipe in the center of the room.



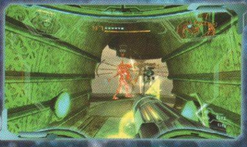
Now enter the half-pipe and line yourself up, facing the top of one of the ramps at a perpendicular angle. Change to Morph Ball form and begin using the Boost Ball to build momentum. Charge the Boost Ball by holding down Ⓑ. Once it's charged, release Ⓑ to initiate a boost. Keep boosting higher and higher until you can roll right onto the ledge high above the room.



At the upper level of the Steambot Barracks, interact with this switch to call the lift. This is a mini-puzzle. Place each lit rotatable notch in the proper slot of the three concentric circles. Once all three circles are complete, the lift lowers, giving you access to the Barracks Access corridor. While doing the puzzle you receive more reports from your ship—it's now taking damage.

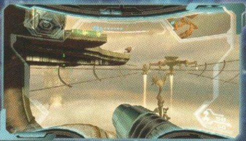


Use the Spinner outside the Barracks Access door to activate another Kinetic Orb Cannon. Enter the cannon to get shot toward the Hub Access. Watch out for Dragoon Battle Drones in the adjoining corridor.



Continue onto the Arrival Station, fighting your way past a fresh batch of Tinbots. Ice Missiles work well when Tinbots are clustered this tightly. The splash damage alone may be enough to knock a few off the ledge.

Energy Tank 7

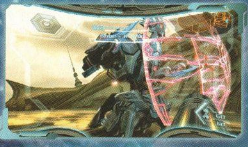


In the Arrival Station, locate this Grab Ledge to pull yourself up onto a platform with a Spinner. Enter the Spinner to activate a Kinetic Orb Cannon. Enter the cannon to launch yourself toward a small island platform in the distance. The Energy Tank rests on a small pedestal at the back of this platform. To return to the Arrival Station, enter the nearby Spinner to activate another Kinetic Orb Cannon and fire yourself back across.

Boss Battle: Ghor

When you reach the Main Docking Bay, Ghor is standing atop your Gunship, pummeling its hull with his fists.

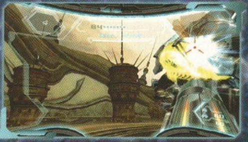
Ghor is the toughest boss you've faced yet, one of the toughest in the game. Start off thinking defensively—and don't forget to scan him.



Early on Ghor is equipped with a massive energy shield that he charges you with. Do your best to sidestep it, entering Morph Ball form if necessary.

CAUTION

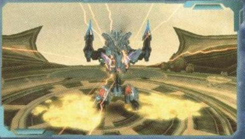
Stay near the perimeter of the docking platform to avoid the Fuel Gel on the ground. If you walk over the Fuel Gel, it will inflict damage. Try freezing the Fuel Gel with an Ice Missile to cause Ghor to slip when charging you and crash into the wall.



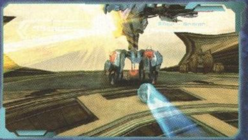
As you dodge Ghor's charging attacks, circle behind him and shoot this energy pack. It provides power to his shield. Keep hitting it until it explodes. This stuns Ghor, temporarily deactivating his shield. As Ghor sits on the ground, locate the large bull's-eye target on his head and fire away—this is his weak spot. If possible, try to land some missile hits, or enter Hypermode to deliver some heavy damage with Phazon blasts.

CAUTION

After recovering, Ghor stands up and fires a massive Plasma Beam. Be ready to space jump over it as it sweeps the floor.



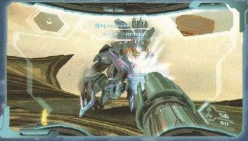
When you've reduced Ghor's health meter by approximately 25 percent, Ghor sucks up the Fuel Gel on the docking bay—it's now safe to walk across. A small red and blue flashing orb appears between Ghor's legs. This is the new way to stun him.



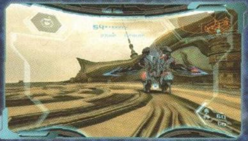
In one of Ghor's new attacks, he remains stationary and fires a devastating Plasma Beam in a spinning arc. Space jump over the beam as it sweeps toward you. Before landing, enter Morph Ball form and roll between Ghor's legs, just below the flashing orb. Drop three bombs close to the flashing red and blue orb. If they're close enough, they'll stun Ghor upon detonation.

TIP

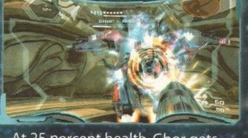
If you're close enough, you can duck under Ghor's spinning Plasma Beam attack by entering Morph Ball form.



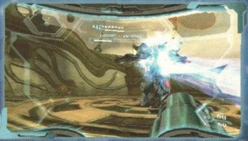
Once again, take the opportunity to hammer Ghor's head with missiles or Phazon attacks while he's stunned. He's an easy target while slumped over, so pour it on as quickly as possible before he stands up. This is the best time to score some accurate missile hits at point-blank range.



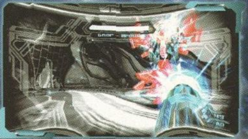
When Ghor's health has dropped below 50 percent, he adds a new attack to his repertoire. With his arms spread out wide, he begins spinning like a top, charging toward you. These attacks are fairly easy to avoid if you keep your distance. If you get too close, it's impossible to get out of the way in time—though you can duck under his arms in Morph Ball form. Dodge these attacks and wait for him to start his spinning Plasma Beam attack so you can stun him again.



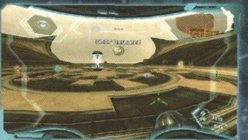
At 25 percent health, Ghor gets really dangerous. His charging attacks become quicker and more direct. Do your best to stay out of his way while firing at his head. There's no way to stun Ghor now, so you must finish him off in a balanced one-on-one duel. Just keep firing at the bull's-eye on his head.



Instead of firing plasma, Ghor now fires a wide beam of Phazon from the center of his armor's torso. This attack is sometimes accompanied by the firing of vertical missiles that come crashing down on the docking bay in a random fashion. Space jump over the Phazon beam and continue space jumping to avoid the explosions of the incoming missiles.

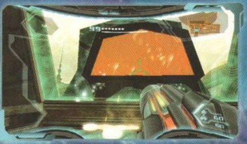


If you're not proactive, you won't survive this onslaught very long. Enter Hypermode and aggressively attack Ghor's head with Phazon blasts. Make each shot count and don't rapidly fire unless you're certain you're on target. If possible, make each Hypermode session last the full 25 seconds. It takes only a few direct Phazon hits to finish off Ghor.



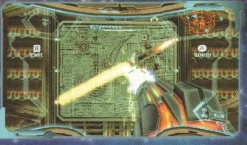
Ghor leaves behind his Plasma Beam weapon. Grab it from the center of the docking bay, along with any other power-ups. Once you've retrieved the Plasma Beam upgrade, Samus calls her Gunship back to the Main Docking Bay. Take the opportunity to recharge and save your game in the Gunship.

Missile Expansion 14

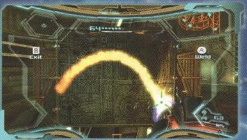


Enter the control room overlooking the Main Docking Bay—melt the piece of metal opposite your Gunship, using a charged shot from your Plasma Beam. Locate this piece of metal (below the window) and melt it with a charged shot. The metal melts away, revealing a small alcove containing a Missile Expansion. Hop up into the alcove in Morph Ball form to claim it.

Repair Aurora Unit 217



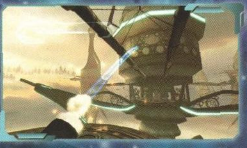
Return to the Aurora Chamber via the same path you took the first time. When you arrive, the Aurora Unit tells you to go down to the maintenance level and weld the damaged wiring with your new Plasma Beam. Enter the maintenance level through the Morph Ball tunnel and approach this panel of circuitry on the perimeter wall. While standing next to the panel, press Ⓐ when prompted to enter welding mode. Aim at the glowing yellow piece of circuitry in the bottom left corner. Hold down Ⓐ to begin welding with the Plasma Beam, dragging your aim slowly up the diagonal channel toward the upper-right corner, connecting the weld to the existing piece of circuitry. If completed correctly, the circuit panel turns green. Find another damaged circuit panel on the perimeter wall and make the necessary repairs.



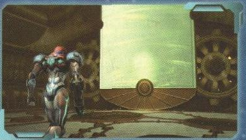
The third circuit panel is in the room's center, on the central console. This wavy weld is a bit more difficult to make. Just move slowly until both ends are finally connected.

We must first disable the Leviathan's protective shield. Unfortunately, the generator for this shield is hidden beneath the dense clouds of Elysia and so is impossible to reach directly.

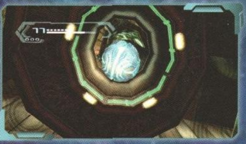
Once all three welds are made, Aurora Unit 217 is fully operational. Head back to the Aurora Chamber's upper level (through the Morph Ball tunnel) and interact with the Aurora Unit to advance the plot. Among other things, the AU reveals the location of a nearby landing site to the east. This is where you go next.



From the Aurora Chamber, head through Maintenance Shaft AU, then use the Kinetic Orb Cannon to reach the Spire Dock. On the Spire Dock, use the eastern zipline to reach the Security Station.

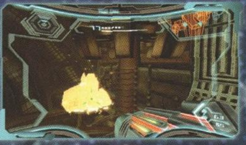


In the Security Station, shoot the red door on the left with your Plasma Beam to enter this shaft. Two tall green slabs line the shaft's walls, but there's no way up. You need the Screw Attack upgrade to reach the top. Aurora Unit 217 suggests visiting another world for this upgrade.

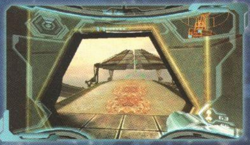


Return to the Security Station corridor and proceed to the far end, entering the Morph Ball tunnel—use the nearby lift to gain entry.

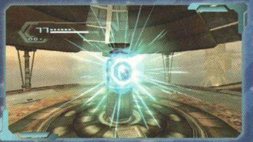
Gunship Missile Expansion 3



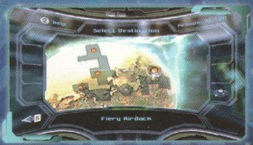
Before heading to Landing Site A, locate this metal panel in the Security Station—on the left just as you exit the Morph Ball tunnel. Melt the panel with a charged shot from your Plasma Beam to reveal another Morph Ball tunnel. Roll inside and follow the tunnel to retrieve a Gunship Missile Expansion.



Enter the doorway leading to Landing Site A, down the ledge and behind the Morph Ball tunnel exit. Just inside the doorway is a Databot carrying the "Alone" Lore entry—scan it. Proceed to the lift at the end of the passage and ride it down to the landing site.



Aurora Unit 217 reports that the landing site's security clamps have been activated—probably by Ghor. Enter the Bomb Slot in the center of the pad and release the clamps with a bomb.



Back away from the pad and activate your Command Visor—order your Gunship to land on Landing Site A. Once your ship has landed, enter and save your game. The upgrade you need to reach the eastern side of SkyTown is not on Elysia. Therefore set a course for Bryyo's Fiery Airdock. There's a new area that you can now explore.

Bryyo–Fiery Revisited

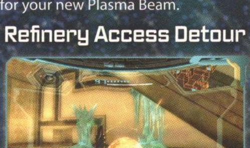
BRYYO: FIERY RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Refinery Access	Lore: Prophecy	Blue

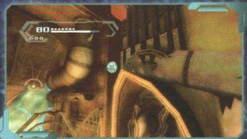
Fiery Return

Upon landing at the Fiery Airdock, proceed directly through the Imperial Hall and into the Gel Processing Site. A few Reptilicus creatures still patrol this area, so stay on guard—though they're no match for your new Plasma Beam.

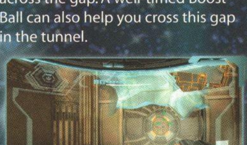
Refinery Access Detour



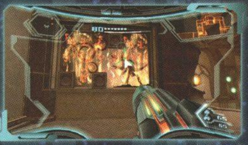
Blast the ice deposits in the Morph Ball tunnel in the Gel Processing Site. Use charged shots from your Plasma Beam to melt each obstruction. Enter the Morph Ball tunnel and follow it into the upper level of the Gel Processing Site.



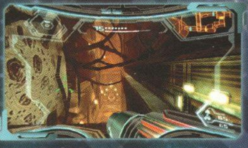
When you come to a dead end, drop a bomb to knock over the obstructing pipe. Just past the pipe, you need to jump a gap. Back up through the tunnel and use the heat vent and a bomb to blast yourself across the gap. A well-timed Boost Ball can also help you cross this gap in the tunnel.



You emerge on a landing high above the Gel Processing Site. Destroy the ice covering the Plasma Beam door, then shoot the door to enter the Refinery Access corridor.

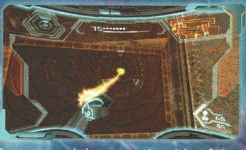


In the Refinery Access, locate this locked panel and shoot the red dots in the sequence they appear to reveal this fiery fresco. Scan it to retrieve the "Prophecy" Lore entry.

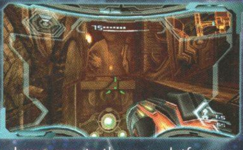


Exit Refinery Access via the Plasma Beam door at the end of the corridor. You're high above the Imperial Hall—don't drop down. Instead, locate the Morph Ball tunnel on the right side. This takes you to a small perch on the hall's right side.

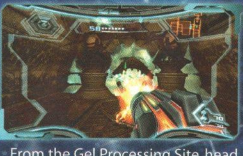
Missile Expansion 15



Turn toward the opposite side of the hall to locate two loose panels. Use your Grapple Lasso to pull down the panel on the right—do not remove the left panel! The loose panel rotates downward, creating a new platform above the Imperial Hall.

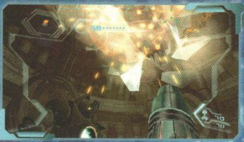


Jump over to the new platform above the hall, then turn to your right. A Missile Expansion awaits on the ledge straight ahead, at the far end of the Imperial Hall. Perform a space jump to reach the ledge and retrieve the Missile Expansion. Drop into the Imperial Hall and return to the Gel Processing Site to continue.

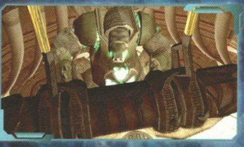


From the Gel Processing Site, head directly to the Main Lift. Use the Morph Ball tunnel (and Korbas) to reach this chamber and melt the ice on this ornate wall carving. Shoot the ice away from the mouth-like tunnel opening, then roll through it in Morph Ball form. On the other side, shoot the Plasma Beam door and walk through to enter Warp Site Alpha.

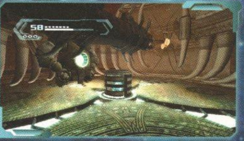
Warp Site Alpha



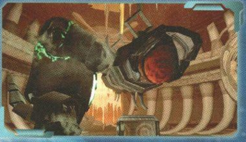
Warp Site Alpha is occupied by a Ceremonial Golem, equipped with a Bomb Slot on its belly. Don't enter the Bomb Slot just yet. Instead, look up at the ceiling. Shoot the icy obstruction covering a large battering ram—the Golem needs this to knock a hole in the wall.



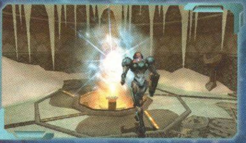
Now, enter the Golem's Bomb Slot and drop a bomb inside to bring it to life. The Golem uses the battering ram to bang a gong at the end of the chamber. This reveals a Spinner in the chamber's floor.



Enter the Spinner and use your Boost Ball to rotate the rib-like cage surrounding the room's perimeter. Keep rotating this cage until an open spot in the chamber's wall is revealed, just opposite the battering ram—this is a weak spot.



Once the battering ram is lined up with the wall's weak spot, exit the Spinner and return to the Golem's Bomb Slot. Drop a bomb in the slot to make the Golem interact with the battering ram. This time he slams the ram directly into the weakened wall, creating a large hole.



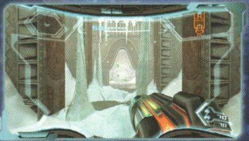
Pass through the hole in the wall and step into this glowing white orb to warp to a hidden icy area on Bryyo. Your discovery earns you a friend voucher.

Bryyo-Ice

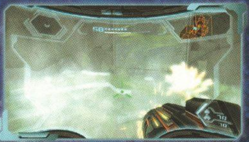
BRYYO ICE RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT	GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Warp Site Bravo	New Area Discovered	Friend Voucher	✓	Imperial Caverns	Lore: Our Plea	Blue Research
				✓	Imperial Caverns	Wall Jump Surface	

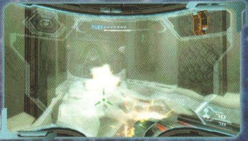
Imperial Caverns



Samus emerges at Warp Site Bravo in a new area, which is covered in ice. Move through the passage (and doorway) ahead to enter the Imperial Caverns.

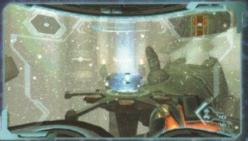


Beyond the door, the Imperial Caverns appear to come to a dead end, with a green Wall Jump slab occupying one wall. Aim down at the icy floor adjacent to the Wall Jump slab and fire a charged shot into the ice. The ice cracks and crumbles away, revealing a new shaft below. Continue shooting the ice barriers at your feet until you reach the bottom of the shaft. At the bottom is the "Our Plea" Lore entry—scan it for your Log Book.

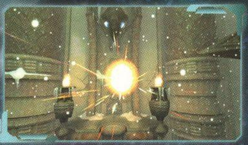


Exit the Imperial Caverns to access the upper walkway of the Imperial Crypt. The door ahead is not accessible, so shoot the ice-covered pathway with a charged shot to drop to the lower level.

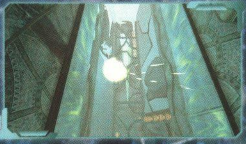
Hall of Remembrance



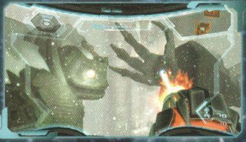
The Imperial Crypt's lower level has a Spinner in the floor, but ignore it for now. Instead, pass through the nearby doorway to spot the Screw Attack suit upgrade resting on a pedestal in the Hall of Remembrance. The Screw Attack upgrade allows you to use the Wall Jump slabs to reach new areas. It can also be used to jump great distances horizontally.



Try out your new Screw Attack now by heading toward the Tower on the far side of the chasm. Simply space jump toward the Tower platform ahead, then repeatedly press Ⓑ to enter Screw Attack mode. Keep spinning across the chasm until you reach the Tower platform.

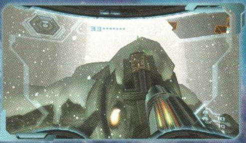


Inside the Tower, look up to scan the shaft, which is lined with two green Wall Jump slabs. Jump up and bounce off one of the walls in Screw Attack mode. Keep pressing Ⓑ as Samus works her way up the shaft.

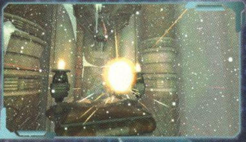


At the top of the Tower shaft, return to the Hall of Remembrance, looking over the chasm from this perch. Shoot the blue orb on the Chozo statue's hand. When hit, the hand rotates to a horizontal position, creating a platform for you to stand on.

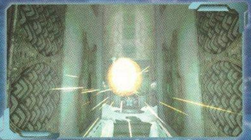
Gunship Missile Expansion 4



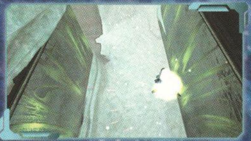
The hand won't remain in the horizontal position for long, so Screw Attack over to it quickly. Once on the hand, turn left and locate a Gunship Missile Expansion on the Golem statue's head. Space jump over to the Golem to grab the upgrade.



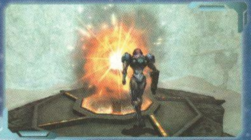
Return to Chozo's hand, then turn left and Screw Attack over the wide chasm toward the lower Imperial Crypt platform. Use your Grapple Lasso on the lever next to the door to gain entry.



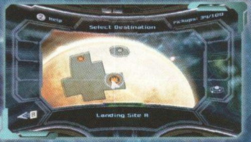
In the Imperial Crypt, Screw Attack again to cross the floorless span of the upper level to reach the Imperial Caverns.



Ascend the Imperial Caverns shaft using the Wall Jump slabs to Screw Attack upward. You need to conduct two sets of jumps on the way up, resting in a side alcove midway up the shaft.



Return to Warp Site Bravo and enter the red orb to make the jump back to Warp Site Alpha, in the Fiery part of Bryyo.



Now you have everything you need to make it to the eastern part of SkyTown. Return to the Fiery Airdock. Along the way, Aurora Unit 242 reports that the *GFS Valhalla* has been discovered—the Federation wants you to investigate the ship. But you can do that later. For now, head back to Elysia, and return to Landing Site A.

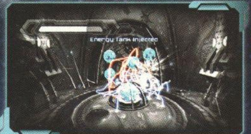
Elysia—SkyTown East

SKYTOWN RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Skytram East	New Area Discovered	Friend Voucher
✓	Chozo Observatory	Advanced Aerotrooper	Red
✓	Gearworks	Swarmbot	Red
✓	Turbine Chamber	Despair-Class Turret	Red
✓	Maintenance Shaft TA	Lore: Federation	Blue
✓	Landing Site B	Lore: Agreement	Blue
✓	Chozo Observatory	Ship Grapple Point	Research
✓	Broken Lift	Lore: Aurora	Blue
✓	Turbine Chamber (upper level)	Defeat Berserker Lord	Gold
✓	Xenoresearch B	Steamspider	Red
✓	Xenoresearch B	Phazon Metroid	Red
✓	Concourse Access B	Lore: Rebellion	Blue

Landing Site A

At Landing Site A, backtrack through the Security Station to the Plasma Beam door. Inside, use your new Screw Attack to ascend the tall shaft, bouncing off the green Wall Jump slabs.

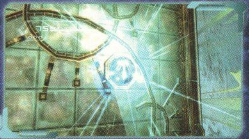


In the adjoining Security Tube, enter Morph Ball form in Hypermode and destroy these Phazon vines with a Hyper Ball attack. Once the vines are gone, enter the Morph Ball tunnel and follow it toward the Skytram West platform.

At Skytram West, enter the Spinner in the floor and rotate it 180 degrees with rhythmic Boost Ball thrusts. Once it's rotated, a yellow hologram appears in the center of the Spinner. Step onto the hologram to initiate the transit system. A large cage encircles Samus as the platform moves along a zipline cable to the eastern side of SkyTown. Revealing this new area earns you a friend voucher.

Locate Landing Site B

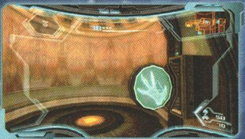
Upon arriving at Skytram East, enter the Concourse Access A corridor. Follow it to the Concourse and deal with the Armored Pirate Troopers inside. Use the lift in one of the side passages to reach the upper level and proceed to Concourse Ventilation via the upper-level corridor.



In Concourse Ventilation, look for this Bomb Slot in the wall next to a green Wall Jump slab. Drop a bomb in the slot to open the floor below, revealing a lower level. Drop into the lower level and use the next Bomb Slot to open another floor below. Drop to the bottom of the shaft and turn down the open hall toward Maintenance Shaft 08. If you hang around too long, a Space Pirate ATC attacks.

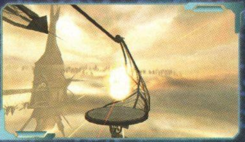
Swing across Maintenance Shaft 08 using your Grapple Swing. But watch for a pirate waiting on the other side—he won't appear until you're already attached to the Grapple Swing Point. Either finish him off while swinging or land next to him and take him out at close range. If he hits you while you're attached to the swing point, you'll fall down the shaft.

Enter the adjoining Chozo Observatory and scan one of the new Advanced Aerotroopers for your Log Book. There's nothing remarkably different about these Aerotroopers. Keep hitting them with missiles and charged shots until they crash into the ground.



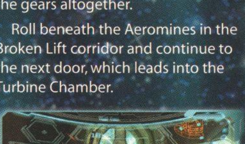
Once the Advanced Aerotroopers are cleared from the Chozo Observatory, drop to the lower level of the room and locate this green hand-shaped switch. Interact with it to access the lift, which leads to the corridor running beneath the room.

Follow the lower Chozo Observatory corridor into the Observatory Lift corridor. Interact with the damaged circuit panel on the wall and repair it with your Plasma Beam to fix the lift. Once it's repaired, step onto the lift's yellow hologram to reach the lower level. Proceed outside to a platform overlooking the Gearworks.



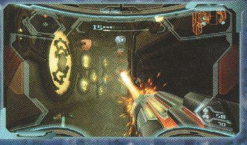
At the Gearworks, turn to your right and look for a cluster of Swarmbots—scan them, then shoot them out of the sky. Then aim toward this platform to the right of the gears and Screw Attack toward it. From the platform, Screw Attack again toward the Broken Lift platform, bypassing the gears altogether.

Roll beneath the Aeromines in the Broken Lift corridor and continue to the next door, which leads into the Turbine Chamber.



Enter the Turbine Chamber's core by hitting this round pane of glass with a charged shot. Jump through the window to enter the chamber.

Locate the two power cables attached to the electromagnetic cradle arms—target the round spots where the cables attach to the shaft. Once both cables are destroyed, cross through the center of the chamber by space jumping across the gap. Shoot the pane of glass on the other side to enter Maintenance Shaft TA.



Look for the Databot in Maintenance Shaft TA to retrieve the Federation Lore entry. Then open fire on the various Sky Puffers floating above the shaft—kill them all. When all the Sky Puffers are toast, Screw Attack across the shaft to the platform on the other side. Exit through the nearby door to access Skybridge Athene.

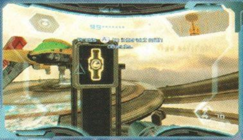
In the Landing Access corridor, destroy the two panes of glass hanging from the ceiling—charged shots do the trick. Once the path is clear, Screw Attack to the other side.

SkyTown Federation Landing Site (A.K.A. Landing Site B)

Take the nearby lift down to Landing Site B. Aurora 217 agrees to unlock the site for your use. Approach the Bomb Slot at the center of the pad and drop a bomb inside to lower the security panels. Next, bring up your Command Visor and order your Gunship to land.

TIP

A Databot hovers above the lift at Landing Site B—look straight up to spot it. Shoot it, then scan its "Agreement" Lore entry.



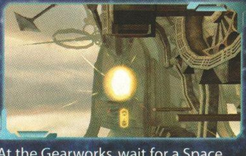
Interact with this console next to the landing pad to add the Ship Grapple upgrade to your Gunship. Then enter your Gunship to recharge and save your game.

Collect First Bomb Component

The first piece of the bomb you must build is the Theronian Transport Module accessible from the upper level of the Turbine Chamber. So head back in that direction. At Skybridge Athene, a Space Pirate ATC hovers nearby. Hit the front grill of the aircraft with your Plasma Beam until it explodes, then cross the bridge.

You can't retrieve the transport module from the lower level of the Turbine Chamber, so continue through the lower level—watch out for the Shield Pirate Trooper in the adjoining corridor.

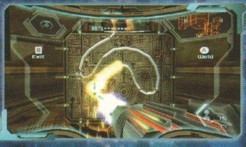
Missile Expansion 16



At the Gearworks, wait for a Space Pirate ATC to destroy the gears, opening a clear path to the other side. Shoot down the ATC, then Screw Attack over the span, collecting a Missile Expansion along the way. You must line up your Screw Attack just right to collect the Missile Expansion floating in the middle of the span.

Chozo Observatory

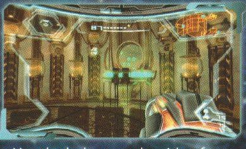
Proceed to the Chozo Observatory. Inside, space jump to the round central platform and scan the central hologram—the Ship Grapple can interact with this piece. Activate your Command Visor and target the Ship Grapple Point. Your Gunship appears above, grappling to the point and pulling the platform up and away, revealing a damaged circuit panel.



Interact with the circuit panel in the center of the room and begin welding. This curvy weld can be completed in two segments. Weld from the top to center, then from the center point to the bottom.

Repairing the circuit activates the Bomb Slot in the side of the room. Enter the slot and drop a bomb inside to restore power to the room.

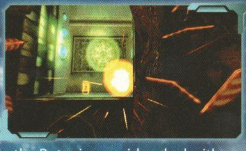
By means of the Command Visor, have your Gunship lower the platform. Once lowered, the platform provides you with a way to reach the Botanica corridor above.



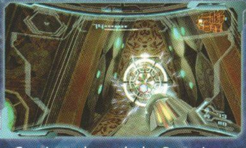
Use the ledges on the side of room and the platform in the center to climb to the top of this shaft. Look for the circular passage on the side of the shaft and jump toward it to access the Botanica corridor—shoot the Plasma Beam door at the end of the corridor. You're now on the right track to reach the upper level of the Turbine Chamber.

Botanica

Missile Expansion 17

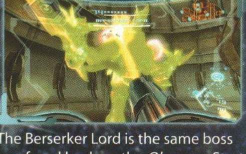


In the Botanica corridor, deal with any threats, then locate this loose block. Pull it forward with your Grapple Lasso, then use it as a step to reach the ledge above. At the top, look at the passage straight ahead to spot a Missile Expansion—use your Screw Attack to reach it.

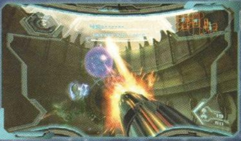


Continue through the Botanica corridor, using another loose block to reach the upper-level Ice Missile door leading into the Broken Lift. Pass through the upper level of the Broken Lift corridor on your way to the Turbine Chamber. Be sure to scan the Databot carrying the "Aurora" Lore entry along the way.

Boss Battle: Berserker Lord



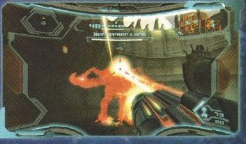
The Berserker Lord is the same boss you faced back on the *Olympus*. Start off by targeting the glowing red orbs on the Berserker Lord's shoulders. Destroy both of them to force the hostile into its next attack phase.



Once you've destroyed both shoulder pieces, watch out for the incoming purple orbs. Shoot them to knock them back into the Berserker Lord's head. It takes four successful rebounds to destroy its armor.

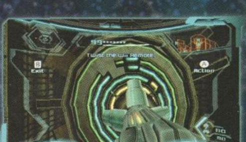
CAUTION

Stay on your toes when the Berserker Lord starts firing purple orbs. On the first attack, it launches a big round fireball—this can't be rebounded, so be ready to dodge.



With its head armor destroyed, the Berserker Lord is easy to finish off. Your Plasma Beam inflicts enormous amounts of damage on the outgunned beast. Just target the red nodule on the Berserker Lord's head and it should be down for the count within seconds. There's no need to enter Hypermode.

Following the boss battle, locate the four yellow orb holograms spread out across the room's floor. Enter each hologram and use your Boost Ball to power up a wall switch.



You've seen this type of switch before. Twist the Wii Remote to line up the notches in the slots of all three concentric circles, pressing Ⓐ to lock each notch in place. This releases the security clamps around the Theronian Transport Module.

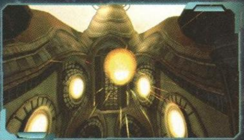
Activate your Command Visor and order your Gunship to lift the Theronian Transport Module with the Ship Grapple system. You now have the first component of your bomb! As the Gunship lifts the module away, a new Morph Ball tunnel is revealed directly behind Samus.

CAUTION

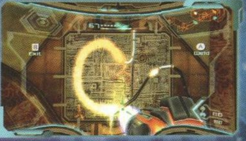
While your Gunship is carrying an object, don't order it to land. If you do, before the Gunship lands it will return the object it's carrying to the place where it retrieved the object.

Collect Second Bomb Component

Roll through the Morph Ball tunnel and proceed through the next doorway to enter the Turbine Access corridor. Pay close attention to the Phazon-enhanced Crawltank here—it has entered Hypermode. Retaliate with charged shots and missiles while dodging the Crawltank's Phazon blasts. Afterward, shoot the debris blocking the corridor and advance to the next doorway leading to the Piston Hall.



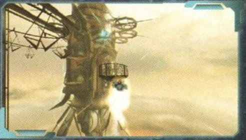
In the Piston Hall, you must Screw Attack across this chasm, carefully timing the opening and closing of the sliding door on the distant platform. As soon as the door closes, begin your jump. As you get closer, the door opens, giving you a spot to land. Continue to the next door down the adjoining hall.



Enter this corridor just beneath the Concourse and weld the damaged circuit panel near the doorway. Proceed through the Plasma Beam door straight ahead to access Maintenance Shaft CC.

Look up in Maintenance Shaft CC to locate a green Grab Ledge. Space jump toward the Grab Ledge and enter the adjoining Morph Ball tunnel to cross the room.

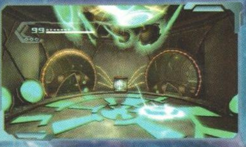
An Armored Aerotrooper attempts to stop you at Zipline Station Delta. Finish him off with Ice Missiles, then turn your attention to the floating platforms ahead. Screw Attack your way to each platform (the zipline is on the upper level, just out of reach).



The most difficult jump involves a platform rotating 360 degrees with a barrier covering one-half. You must time this jump just right to reach the platform when it's accessible. Wait till the barrier is on the left side of the platform to begin your Screw Attack. By the time you reach the platform, the barrier will be out of your way, allowing you to land. From the rotating platform, Screw Attack toward the next large platform, near Transit Tube A.

Xenoresearch

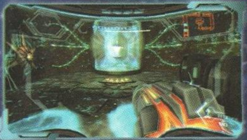
In Transit Tube A, turn right in the corridor and shoot the Plasma Beam door to access Save Station C. Recharge and save your game, then proceed to the Research Pod Lift corridor, taking the doorway on the right to enter the Xenoresearch A Lift. Interact with the green hand-shaped switch to activate the lift, then ride it up to Xenoresearch A.



The Xenoresearch A corridor is lined with several cylindrical containment units. Ignore the units (and their contents) for now and continue to a round room with a Spinner control mechanism in the wall between two doors. Enter the Spinner notch and activate your Boost Ball. When the door on the left is completely open, proceed through the adjoining corridor.

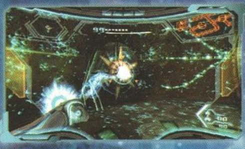
Enter Xenoresearch B Lift and activate the lift with the green hand-shaped switch. Ride it up to Xenoresearch B and advance through the corridors till you find a Morph Ball tunnel entrance located between two containment units. Hop into the tunnel and follow it to the next room.

You emerge from the Morph Ball tunnel in a round room with only one open passage. Enter the open passage and take a right at the T intersection. You eventually come to a dead end. But look on the outer wall to locate another Morph Ball tunnel—blast it open with a bomb, then enter.



Exit the Morph Ball tunnel and proceed through the next corridor till you come to a round room—the Seeker Missile upgrade is straight ahead, inside a containment tank. While in this room, look on the surrounding walls and scan a harmless Steamspider for your Log Book.

Energy Cell 2

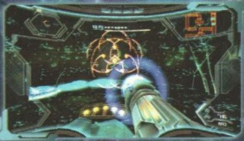


You can't retrieve the Seeker Missile till the tank's energy field is deactivated. Turn toward this panel on the room's left side and tear it free with your Grapple Lasso to reveal an Energy Cell. Pull the Energy Cell out of the wall to deactivate the energy field. The Energy Cell is automatically added to your inventory—you have two now.

CAUTION

Removing the Energy Cell deactivates all the energy fields in every containment unit. This means all the Phazon Metroids you passed earlier are now roaming around the corridors of Xenoresearch A and Xenoresearch B. Stay on guard!

Hit the containment unit with a charged shot to shatter the glass. Then step inside to grab the Seeker Missile suit upgrade.



The doorway you entered earlier is now sealed by a blast shield with five yellow locking mechanisms—all locks must be destroyed simultaneously. Aim at the door and hold down ✚. Your Seeker Missiles will lock onto each of the five locks. Release ✚ to fire, destroying the locks and clearing a path. Find your way back through the darkened hall to the Morph Ball tunnel and roll through.

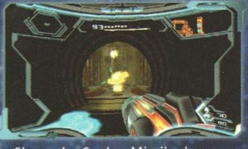
In the next corridor, continue forward and take the first left, heading toward the Seeker Missile door. In this corridor you're likely to encounter your first Phazon Metroid—scan it! Hit the Phazon Metroid with your Plasma Beam, then follow up with an Ice Missile.

TIP

Phazon Metroids have a keen ability to dodge missiles, so it's best to stun them with a few plasma hits prior to launching a missile. If your missile hits, the Phazon Metroid will be encased in ice. Hit the frozen creature with a charged shot to shatter it into a hundred pieces.

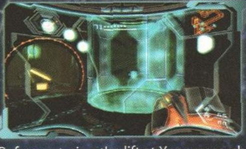
CAUTION

If you're not careful, Phazon Metroids will charge you, attach to your head, and suck away your health. If this happens, immediately transform into Morph Ball form and drop bombs until the Phazon Metroid releases you.

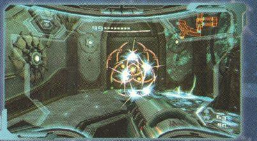


Shoot the Seeker Missile door straight ahead, then follow the adjoining corridor to the Xenoresearch B Lift. Ride the lift back down to Xenoresearch A, then fight your way through the Xenoresearch A corridors and to the Xenoresearch A Lift—there's only one open path. Locate another Seeker Missile door and blast your way through.

Energy Tank 8



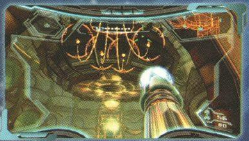
Before entering the lift at Xenoresearch Lift A, turn to the containment unit on the right to spot an Energy Tank. Hit the glass with a charged shot, then step inside to retrieve the Energy Tank.



In the Research Pod Lift corridor, blast open the Seeker Missile door to access another lift. This one goes up to Transit Tube B. Once there, dispatch the Phazon Metroid that attacks an Armored Pirate Trooper Metroid with Plasma Beam and Ice Missiles. Proceed to Zipline Station Delta and eliminate a couple more Phazon Metroids before attaching to the zipline, crossing over toward Concourse Access B.

Concourse

Advance through Concourse Access B, scanning the Databot along the way to retrieve the "Rebellion" Lore entry. At the end of the corridor, shoot the Ice Missile door to enter the Concourse. Blast the cables in the adjoining passage with Seeker Missiles to reveal another lift. Ride it down to the Concourse's lower perimeter corridor.



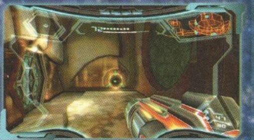
The Theronian Containment Unit in the Concourse is the next bomb component. Before your Gunship can retrieve it, you must destroy the four locking mechanisms attached to the cables above the unit. Use Seeker Missiles to destroy each of the yellow locks. This releases the cables on the unit and opens a hatch in the ceiling.

TIP

If you can't lock on to all four yellow locks from the Concourse's midlevel walkway, try dropping to the lower level and aiming up. It's easier to target the locks from this lower angle.

Now activate your Command Visor and order your Gunship to haul the Theronian Containment Unit away. You now have two out of three components for your bomb. The next component is located on SkyTown's west side, at the Transit Hub—it's time for some more backtracking.

Missile Expansion 18



Before leaving the Concourse, locate this Morph Ball tunnel in a small room off Concourse Access B. Roll through the tunnel to grab the Missile Expansion.

Elysia–SkyTown West Revisited

SKYTOWN RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Spire	Armored Shield Trooper	Red
✓	Spire	Space Pirate Assault Skiff	Red
✓	Escape Pod Bay	Destroy Seed Shield	Gold

Collect Third Bomb Component

Advance through Concourse Access A to return to Skytram East. Walk onto the hologram to activate the transit system and ride it to the Skytram West platform.

Make a beeline for the Transit Hub. At the Spire Dock, take the zipline to the Junction. At the Junction, head north across the Hoverplat Docking Site platforms. Perform a Screw Attack from one platform to the next until you reach the platform outside the Barracks Lift.

Use the half-pipe in the Steambot Barracks to access the upper-level Barracks Access corridor. After exiting the Barracks Access, use the Kinetic Orb Cannon to launch yourself toward the Hub Access platform of the Transit Hub.

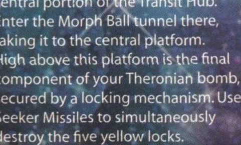
NOTE

From the Barracks Access, you can use the zipline to reach the objective area of the Transit Hub, but the path is full of obstructions, making it riskier than using the Kinetic Orb Cannons.

When you land near Hub Access, stay in Morph Ball form and load yourself into the nearby Kinetic Orb Cannon, launching toward the central portion of the Transit Hub. Enter the Morph Ball tunnel there, taking it to the central platform. High above this platform is the final component of your Theronian bomb, secured by a locking mechanism. Use Seeker Missiles to simultaneously destroy the five yellow locks.

Finally, activate your Command Visor and order your Gunship to pick up the last component. Now that your bomb is complete, Aurora Unit 217 instructs you to deliver it to the Spire Dock, loading it into the cargo hold of the Spire Pod.

Place Completed Bomb in Spire Pod



Space jump over to the Transit Hub's eastern platform and target the metal covering this old cannon. Hit it with a charged shot to restore the cannon to operational use. Once it's restored, enter the cannon in Morph Ball form and sit tight as it launches you toward the Zipline Station Bravo platform, near the Aurora Lift.

Race through the Aurora Lift, Aurora Chamber, and Maintenance Shaft AU. Exit Maintenance Shaft AU and enter the Kinetic Orb Cannon to reach the Spire Dock.

TIP

While moving through the Aurora Lift, consider stopping off at Save Station A, especially if you're low on health.

Approach the center of the Spire Dock and look up while activating your Command Visor. Order your Gunship to drop the Theronian bomb. Once the bomb is in place, return to the Aurora Chamber via the nearby Kinetic Orb Cannon for a mission update.

Return to the Spire Dock via Maintenance Shaft AU and the Kinetic Orb Cannon. As soon as Samus lands on the Spire Dock, Aurora Unit 217 severs all connections. The Spire Dock is now floating free of the SkyTown facility and heading toward the Leviathan Shield.

Defend Spire Structure

Once the Spire is cut loose, spin around and locate the approaching Space Pirate Assault Skiffs—notice the Spire Structure health meter on your HUD. Prioritize the Space Pirate Assault Skiffs, as these inflict the most damage on the Spire. These small aircraft look like ATCs, but they're smaller and incapable of carrying troops. But they have the same weakness as the ATC—the red grill on the front. Keep hitting this spot with your Plasma Beam until the skiff explodes.

CAUTION

In addition to Space Pirate Assault Skiffs, Dragoon Battle Drones join the attack, attempting to draw your fire away from the skiffs. A couple of Aerotroopers also make an appearance during the space pirate assault. Finish off these threats quickly, then return your attention to the skiffs.

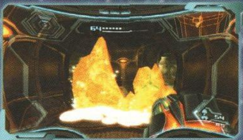
Eager to finish you off, the Space Pirates drop off an Armored Pirate Trooper and an Armored Shield Trooper. The Armored Shield Trooper is a new unit, so scan him for your Log Book. Don't waste any time with these guys. Immediately enter Hypermode and disintegrate them with Phazon blasts. While Hypermode lasts, turn your Phazon attacks against the Space Pirate Assault Skiffs.

Don't let the incoming troops distract you from the task at hand. In between the waves of trooper attacks, concentrate on the Space Pirate Assault Skiffs. Once all skiffs are destroyed, the pirate assault comes to an end. By now, the Spire is hovering directly over the Leviathan Shield.

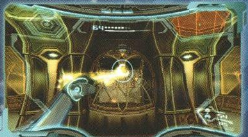
Deliver the Bomb

Now that the Spire is in place over the shield, interact with the green console directly in front of you. This display shows a diagram of the platform. Touch each of the three green brackets over the thrusters. This initiates a countdown (displayed on the console) till the thrusters are deactivated. It also activates an escape pod, which appears directly behind you.

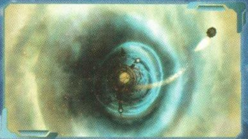
Enter the escape pod and interact with this green hand-shaped switch. Unfortunately, there's something wrong. The escape pod won't launch, but a small Morph Ball tunnel opens at the base of the launch pad.



Roll through the Morph Ball tunnel and melt these slabs of metal with your Plasma Beam. Proceed into the adjoining passage and look for a damaged circuit panel on the left.



Three damaged circuit panels are preventing the escape pod from launching. Weld the circuits with your Plasma Beam. Two of the circuits are located behind panels—pull the panels away with your Grapple Lasso to access the circuits. Once all three panels are repaired, return to the Morph Ball tunnel, taking the interior lift back up to the Spire Dock.



Enter the escape pod once again and interact with the switch. This releases the pod's thruster control. Push the Wii Remote forward (toward the screen) to initiate the thrusters. The pod escapes just before the Spire crashes down into the Leviathan Shield, detonating the Theronian bomb. As predicted, the bomb eliminates the shield, earning you a gold credit and opening a path to the planet's Leviathan Seed.

Your pod lands in the Escape Pod Bay of SkyTown, not far from Landing Site A. Ride the nearby lift down to the Security Station, then head for Landing Site A. Use your Command Visor to order your Gunship to land here. Board the Gunship and set a course for the Elysia Seed.

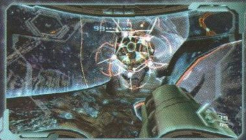
Elysia Seed

ELYSIA SEED RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT	GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Landing Site C	Phazon Leech	Red	✓	Leviathan Core	Defeat Helios	Gold
✓	Leviathan Core	Helios	Red				

Destroy the Leviathan Seed

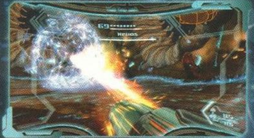
At Landing Site C, jump across the round floating platforms toward the Core Access tunnel. Before entering the door, turn around and scan the ground near the landing pad to spot hundreds of Phazon Leeches crawling around—scan them for your Log Book.



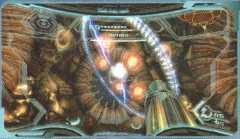
In the Core Access tunnel, target these organic barriers with Seeker Missiles to destroy the outer bone structure. Then hit the center eye-like organ with charged shots to finish them off. Proceed to the Leviathan Core and drop to the floor.

Boss Battle: Helios

Begin the battle by scanning Helios. This sphere-shaped Mechanoid is protected by thick armor and an energy field. You must find a way to remove these protective layers before dishing out some damage.



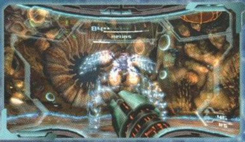
Don't bother shooting Helios when he takes this form, rolling around the room. Instead, try performing a Screw Attack directly at Helios. While in the Screw Attack form, you'll pass directly through Helios's energy barrier without taking damage.



When Helios enters this flat ring form, prepare to move, preferably in Morph Ball form. He slams the edge of this ring into the ground, attempting to hit you. Quickly roll to the edge of the room to avoid getting hit. But don't lose track of Helios because this is a critical time to stage a counterattack.

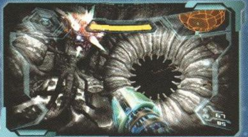
Wait till Helios is finished slamming the ring into the ground, then target the five red orbs (in the center of the ring) with Seeker Missiles. Destroying these red orbs temporarily removes Helios's energy field, leaving him vulnerable to attack. Immediately enter Hypermode and knock away his armor with a Phazon blast. Follow up with more Phazon attacks to inflict damage.

Helios eventually regenerates armor and a new energy field. In the meantime, watch out for the attack where he creates these flashing orbs of energy. Hit each orb with a charged shot before they emit powerful Phazon beams. Hit the brighter orbs first, as they pose the biggest threat.



Continue targeting Helios's energy field with Seeker Missiles, then lay into him with Phazon. As he takes more damage, Helios takes on a humanoid form consisting of blue energy. Dodge the purple orbs he lobs at you and space jump over the stomp attacks that send an energy ring expanding outward. In this form, Helios's weak spots are the red limb joints—in particular, target the red leg joints to knock him over.

As soon as you blow off one of Helios's legs, enter Hypermode and blast away his armor with a few Phazon shots. Keep shooting while Helios attempts to recuperate, dealing more damage with each Phazon hit. If you're quick, you can drop him before he regenerates his energy field and armor.



Besting Helios earns you a gold credit. But Helios also leaves behind the Hyper Missile suit upgrade—grab it from the center of the room. The Hyper Missile is the most devastating weapon in Samus's arsenal. Try it out on the newly appeared Phazon growths. Hit all four with a Hyper Missile—simply press ✚ while in Hypermode.

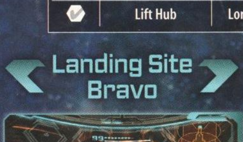
Destroying all four Phazon growths causes the Seed to emerge from the cavern wall. When prompted, press Ⓐ to emit a deadly Phazon burst energy to kill the Seed. Once the Seed drops dead, Samus automatically boards her Gunship and leaves the Seed area, entering orbit above Elysia. Aurora 242 reports in, stating that the Galactic Federation is preparing to stage an assault on the Pirate Homeworld. Set a course for the Command Center landing site on the Pirate Homeworld.

Pirate Homeworld—Command Center

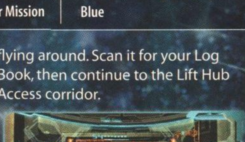
COMMAND CENTER RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Landing Site Bravo	Pirate Cargo Drone	Red
✓	Landing Site Bravo	Heavy Phazon Canister	Research
✓	Lift Hub	Lore: Our Mission	Blue
✓	Lift Hub	Space Pirate Orange Door	Research
✓	Command Station	Lore: Stowaway	Blue

Landing Site Bravo

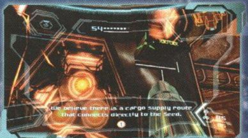


While at Landing Site Bravo, look around for a Pirate Cargo Drone flying around. Scan it for your Log Book, then continue to the Lift Hub Access corridor.



Currently, you can access only one of the three passages in the Lift Hub—the lift in the center. Before entering the lift, scan the round display on the right wall to retrieve the Our Mission Lore entry. In the lift, turn to the control panel on the left and press the top button to access the Command Courtyard.

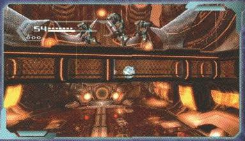
Command Courtyard



We believe there is a cargo supply route that connects directly to the Seed.

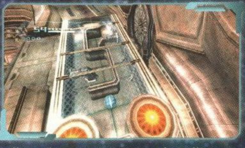
Exit the lift and proceed through the doorway at the corridor's end to enter the Command Courtyard. Use the narrow walkway in the center to make your way to the alcove on the right. This set of fans on the left blocks the path into a Morph Ball tunnel. Space jump to the Grab Ledge above and enter another Morph Ball tunnel running above the Command Courtyard.

Missile Expansion 19

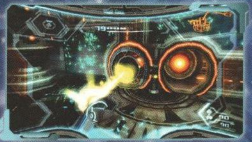


The Morph Ball tunnel above the Command Courtyard holds a Missile Expansion. When you first see the expansion, go past it and roll to this junction farther down the tunnel. At this branch, go left and follow the adjoining tunnel to the Missile Expansion. Backtrack to the junction and take the right branch to proceed with your mission.

Energy Cell 3



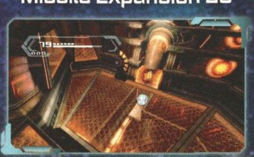
Follow the winding Morph Ball tunnel to this small room. Locate the Energy Cell on the wall ahead and pull it out of the socket—you now have three Energy Cells. Removing the Energy Cell deactivates the fans in the Command Courtyard; backtrack to the fans and enter the new Morph Ball tunnel.



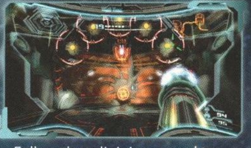
The Morph Ball tunnel exits into the Flux Control passage. Halfway through the passage, drop through a small shaft and continue advancing along the Flux Control's lower passage. This leads to a dead end. But look for a Morph Ball tunnel next to a hatch low on the wall. Use your Grapple Lasso to open the hatch on the left, flipping it to cover the Morph Ball tunnel on the right. Now roll through the newly opened tunnel on the left.

Command Station

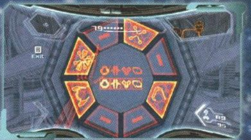
Missile Expansion 20



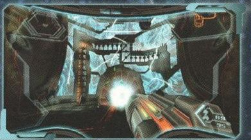
The tunnel connects to another crawl space passage just beneath the decking of the Command Station—the pirates working above won't even notice you. Ignore the two vertical shafts for now and look for a small nook containing a Missile Expansion. Once you've retrieved the Missile Expansion, backtrack toward the orange-lit vertical shaft and ride the lift inside up to another tunnel passage.



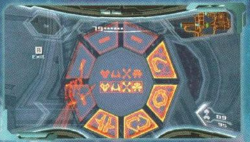
Follow the adjoining tunnel to the Command Vault. The X-Ray Visor suit upgrade hangs suspended from the ceiling. Destroy the yellow lock mechanisms on the ceiling with Seeker Missiles to lower the upgrade, dropping it within reach. The X-Ray Visor is useful for seeing the inner workings of devices, vital for interacting with the numerous locks and switches on the Pirate Homeworld.



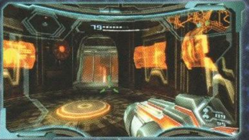
Activate your new X-Ray Visor (in the lower-left area of the Visor menu) and interact with the orange switch on the wall. The X-Ray Visor allows you to see the input buttons surrounding the display. Punch in the matching code on the display to activate the conveyer system above the room.



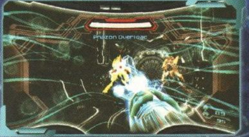
Turn around from the switch to spot a small Morph Ball entrance blocked by a hardened Phazon hatch. Look up and wait for one of the Phazon canisters to pass directly above the hatch, then shoot the canister so that it drops in front of the hatch. The resulting explosion destroys the hardened Phazon, providing access to the Morph Ball tunnel.



Roll through the Morph Ball tube to enter the Defense Access corridor. Ignore the large security gate that drops and turn left, away from the security gate, to locate this switch on the wall. Activate your X-Ray Visor before interacting with it. As with the previous switch, use the perimeter input buttons to match the symbols on the display. This opens a lift.



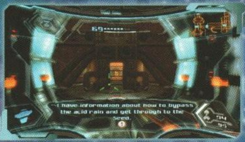
Ride the lift up to a small room with a window overlooking the Command Station. While in this room, scan the round display to retrieve the "Stowaway" Lore entry. When finished, ride the lift back down to the Defense Access corridor.



Exit the lift and turn right. Two Assault Pirate Troopers are now positioned at the end of the Defense Access corridor. Expect to be hit by a Phazon grenade, which forces you into Hypermode. If this happens, repeatedly press Ⓐ to vent Phazon from the PED until safe levels are attained. While in Hypermode, finish off the Assault Pirate Troopers.

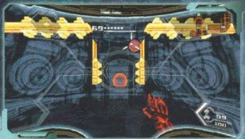
Security Air Lock

Missile Expansion 21

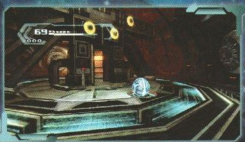


I have information about how to bypass the acid rain and get through to the Seed.

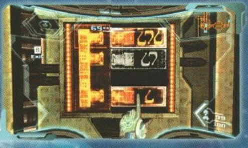
Enter the doorway beyond the downed pirates to access the Security Air Lock. Upon entry, you receive a transmission from a Federation Trooper; his coordinates are uploaded to your Log Book. After listening to the trooper's message, grab the Missile Expansion in the passage straight ahead.



The mechanical gate in the Security Air Lock uses a locking mechanism invisible to the naked eye. Activate your X-Ray Visor to locate the weak spots in the lock. Hit all five of the red orbs to release each lock component.

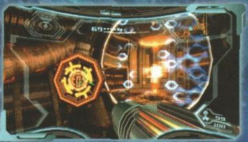


Deactivating the locks activates a turntable-like device on the room's floor. Roll into the gold hologram to rotate the turntable, which transports you to the opposite side of the passage.



Enter the passage beyond the Security Air Lock to return to the Lift Hub. Take the lift down to the first floor—press the button on the bottom of the panel.

Map Station



On the Lift Hub's lower level, turn to this passage sealed by an energy field. Using your X-Ray Visor, interact with the nearby console (match the symbols) to lower the field. The small room beyond contains a Map Station. Walk into the room to download all the maps for the Pirate Homeworld, revealing a new landing site not far from the Federation Trooper's position.

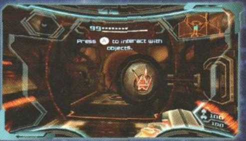
Return to your Gunship at Landing Site Bravo via the Lift Hub Access corridor. After saving your game inside the ship, set a course for the newly revealed Research Facility landing site.

Pirate Homeworld—Research Facility

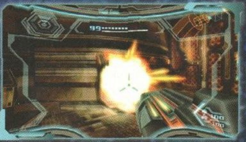
RESEARCH FACILITY RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT
☑	Scrapvault	Urtragian Shriekbat	Red
☑	Scrapvault	Commando Pirate	Red
☑	Processing Access	Lore: First Disciples	Blue
☑	Metroid Processing	Assault Shield Trooper	Red
☑	Airshaft	Puffer Mine	Red
☑	Airshaft	Lore: The Source Discovered	Blue
☑	Proving Grounds	Gandrayda	Red
☑	Proving Grounds	Defeat Gandrayda	Gold
☑	Transit Station 1-A	Lore: The Leviathan	Blue

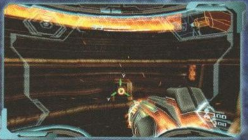
Meet Up with Captured GF Trooper



There are no pick-ups or scans to make at Landing Site Alpha, so proceed to the blue door ahead to enter the Scrapvault Lift. Interact with this switch to activate the lift, then step onto the red hologram. Ride the lift up the diagonal shaft.

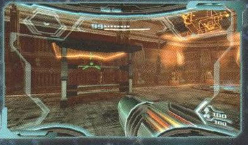


At the top of the lift, a security hatch bars the passage ahead. Scan the loose panel on the right-hand wall and hit it with a charged shot to gain access to a Morph Ball tunnel.



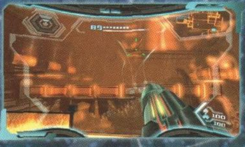
Roll through the tunnel to enter a small room with a horizontal window-like slat in one of the walls. Peer through the slat to locate a red switch—shoot it. This lifts the security hatch blocking the passage. Roll back through the Morph Ball tunnel and return to the Scrapvault Lift passage, turning left to access the Scrapvault doorway.

Scrapvault

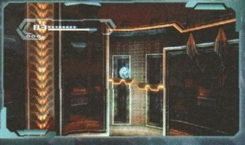


Watch out for the Urtragian Shriekbats when entering the Scrapvault. Try to scan one before they explode. Jump onto this low platform, then use it to reach the nearby platforms lining the room's perimeter, eventually following the walkway through the tunnel in the dead bioform at the center of the room.

Missile Expansion 22

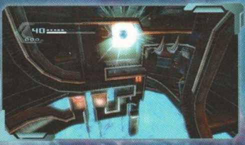


When you reach this ledge, look up and locate the Grab Ledge above. Before jumping toward the Grab Ledge, turn right to spot a Missile Expansion on a ledge on the room's far side—you can't reach it from here. Instead, locate the ledge to the left of the Missile Expansion—Screw Attack toward this ledge. Once you arrive on the distant ledge, use the nearby Grab Ledge to reach the Missile Expansion platform. Return to the first Grab Ledge afterward and enter the adjoining Morph Ball tunnel.

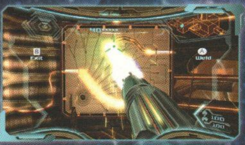


In the Morph Ball tunnel, use these alternating lifts to ascend this tall shaft. Jump onto the left lift first, then roll off onto the right lift to reach the next ledge.

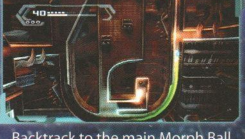
Energy Tank 9



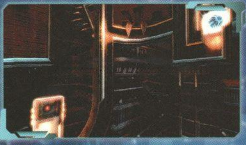
There's an Energy Tank at the top of a shaft, but it requires some careful bomb-jumping to reach. Enter this Bomb Slot to activate the piston below, lowering it. Now you can get in the Morph Ball tunnel on the right. Enter the tunnel and follow it across the Scrapvault's upper level.



At the tunnel's exit, locate this damaged circuit panel on the wall and repair it. Afterward, interact with the nearby symbol-matching console (using the X-Ray Visor) to open a new passage in the Scrapvault.

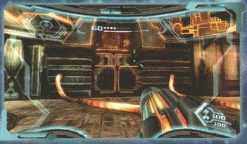


Backtrack to the main Morph Ball tunnel system and head right (past the Bomb Slot), toward this large half-pipe feature. Use the Boost Ball to launch your Morph Ball up the right side channel until you can reach the top ledge.

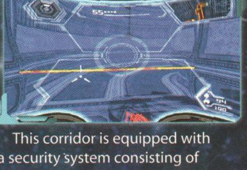


Activate the Bomb Slot in this section to open the hatch above the half-pipe. Enter the new Morph Ball tunnel above the half-pipe to return to the Scrapvault.

As you return to the Scrapvault, alarms sound—three Pirate Commandos appear. Scan one for your Log Book, then enter Hypermode and thin their ranks. Pirate Commandos can cloak, so try to eliminate one target at a time before they disappear.



Once the Scrapvault is clear of threats, locate these steps on the room's perimeter—this is the passage you opened earlier. Hop up the steps and shoot the Plasma Beam door at the end of the corridor to enter the Processing Access corridor.

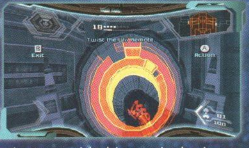


This corridor is equipped with a security system consisting of multiple laser tripwires. Activate your X-Ray Visor to spot the lasers. Step past each laser as it shuts off. Repeat the process until you reach the corridor's end. If you set off the alarm, you'll have to deal with another Commando Pirate. While in here, scan the round display to download the "First Disciples" Lore entry.

Metroid Processing

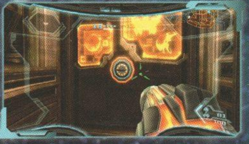
Energy Tank injected

Two Assault Shield Troopers and one Commando Pirate greet you in the Metroid Processing room. Scan one of the Assault Shield Troopers for your Log Book, then go to work in Hypermode, blowing away the armored units with Phazon blasts. Killing the two Assault Pirate Troopers unlocks a terminal.



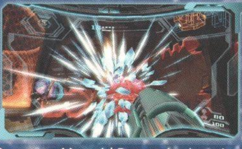
Interact with this terminal using your X-Ray Visor. You've seen this sort of terminal before—line up the three notches with the three slots. Once you're done, a lift appears to the terminal's right. Ride it to the lower-level passage beneath the room.

Energy Cell 4

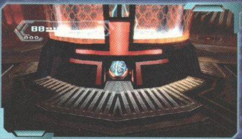


As the lift reaches the bottom, exit and turn left. Pull the Energy Cell out of the wall socket and add it to your inventory. Instead of returning to the lift, stay in the lower passage beneath Metroid Processing and locate a damaged circuit panel in the hall's opposite branch. Repair the circuitry with your Plasma Beam to activate a lift in the room above.

Missile Expansion 23

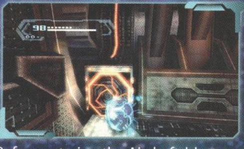


Return to Metroid Processing's main floor and prepare to battle two Phazon Metroids as they burst out of a nearby containment unit. Hit them hard with your Plasma Beam and Ice Missiles while dodging their energy and charging attacks.

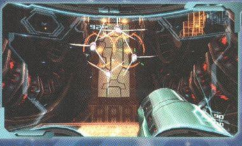


Move to the cylindrical structure in the room's center and locate a Morph Ball slot. Roll inside and ride the lift to the upper-level platform, giving you access to the Airshaft and the Creche Transit corridor.

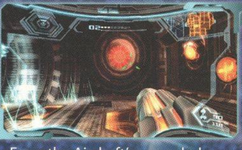
Missile Expansion 24



Before entering the Airshaft, blast through the Creche Transit door with an Ice Missile. Just inside, turn left and locate a Morph Ball tunnel blocked by some debris. Blow the debris away with a bomb and enter the tunnel. The tunnel leads to a Spinner-like device. Enter the center and use your Boost Ball to rotate the Spinner until it links up with the tunnel on the opposite side of the room. Bomb-jump through the nearby tunnel to reach the Missile Expansion. Return to the Morph Ball tunnel entrance, then go back to Metroid Processing. Do not attempt to cross the acid rain in the Creche Transit—you will die!

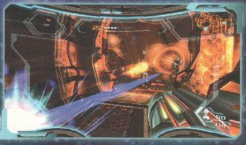


Enter the Airshaft and target the four yellow locks on the Wall Jump slab with Seeker Missiles. This deploys a second parallel Wall Jump slab. Scan then shoot the Puffer Mines floating in the shaft before performing the Screw Attack ascent.

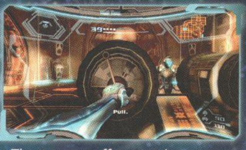


From the Airshaft's upper ledge, keep jumping upward onto nearby platforms. Be sure to scan "The Source Discovered" Lore entry along the way. Follow the passage to the blue door, leading into the Craneyard.

Proving Grounds



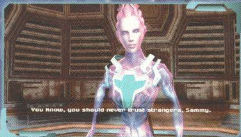
Pass through the Craneyard and continue to the adjoining Proving Grounds Lift. Eliminate the two pirates inside, then approach the trooper you've been tracking. He gives you new intel regarding a suit upgrade.



Pull.

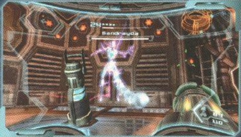
The trooper offers to take you directly to the special suit, using the nearby lift, but he needs your help to activate it. Walk over to the nearby lift controls and follow the trooper's instructions. Your inputs must be coordinated for the lift to function—pull, twist, and push the Wii Remote when the trooper tells you to. Once the lift is activated, step onto the platform and ride it up to the Proving Grounds.

Boss Battle: Gandrayda

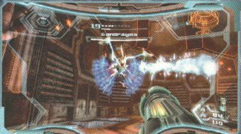


You know, you should never trust strangers, Sammy.

At the Proving Grounds, the trooper inexplicably attempts to shoot Samus in the back. It's Gandrayda! Gandrayda is Metamorphic bioform capable of mimicking the appearance and characteristics of virtually anything. Start off by scanning her for your Log Book.



Early on, Gandrayda jumps around the Proving Grounds platform, firing bolts of purple energy toward you. For now, try to keep her centered in your HUD and be ready to dodge her attacks.



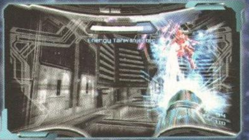
Gandrayda also changes into an Aerotrooper-G—the *G* stands for Gandrayda. As with an Aerotrooper, counterattack with Ice Missiles until Gandrayda gives up on this form.

TIP

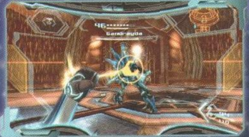
When Gandrayda becomes a flock of Swarmbots, another of her forms early in the battle, destroy them to release some health and missile power-ups.

CAUTION

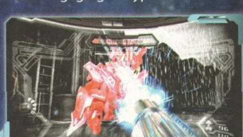
In one of her charging attacks, Gandrayda grabs a hold of you, slowly draining away your health. To break free of her grip, shake the Wii Remote and the Nunchuk rapidly.



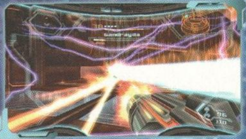
Enter Hypermode to inflict some significant damage on Gandrayda. Regardless of what form she's in, a few Phazon blasts will get her attention. You'll know you're making progress when Gandrayda retracts the roof over the Proving Grounds, indicating she's down to about 75 percent health. Stay on guard.



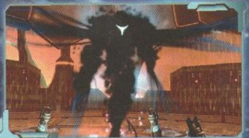
When the roof is retracted, Gandrayda takes the form of Rundas-G. Approach this the same way you did the real Rundas: stun Rundas-G with missiles, then tear away the ice armor before engaging in Hypermode.



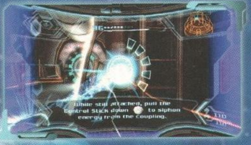
Later, Gandrayda takes the form of Ghor-G. As with the real Ghor, wait for the spinning plasma attack, then enter Morph Ball form and drop bombs near the flashing blue and red orb between Ghor-G's legs. Once your foe is stunned, hit the bull's-eye on Ghor-G's head with missiles or Phazon blasts. Keep up the attack and exploit these weaknesses as Gandrayda alternates between her Rundas-G and Ghor-G forms.



As Gandrayda's health drops below 50 percent, she takes the form of Samus-G. Be ready to dodge her charging Boost Ball attacks—either sidestep or space jump out of the way. Watch out for Samus-G's Power Beam attack, too, and be ready to space jump over the wide beam as it pans in your direction. Your Plasma Beam inflicts more than adequate damage against Samus-G, as long as you're quick enough to score a few hits. A good time to attack is when she's standing still and firing her beam attack—just remember to jump over the beam as it gets close.

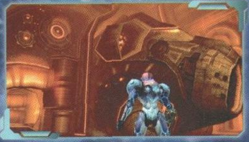


With less than 25 percent health remaining, Gandrayda stops taking on different forms. Instead, she somersaults and cartwheels around the platform while firing various energy attacks. If you have an Energy Tank to spare, enter Hypermode and finish her off quickly. Otherwise, keep chasing her with your Plasma Beam until she falls and you're awarded a gold credit and the Grapple Voltage suit upgrade.

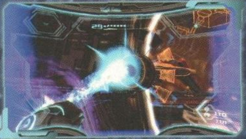


While still attached, pull the Control Stick down ● to siphon energy from the coupling.

Approach this power coupling on the nearby wall to try out the Grapple Voltage. Attach your Grapple Lasso, then press the control stick down (⚲) to drain energy from the coupling—notice how the drained energy from the coupling increases your health. Draining energy from the coupling restores power to the Proving Grounds Lift (at the center of the platform) and drops an energy field near the Transit Station 1-B door.



Enter Transit Station 1-B and interact with this terminal on the wall—hit the red hand-shaped switch. Get on the train that arrives and use the controls inside to get it rolling toward Transit Station 1-A. While you're en route, Aurora Unit 242 reports that hidden Chozo artifacts have been found on Elysia—looks like you're heading back to SkyTown



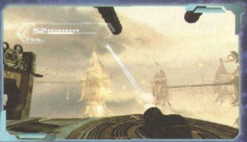
Exit the train at Transit Station 1-A and scan the round display on the wall to retrieve "The Leviathan" Lore entry for your Log Book. Approach the power coupling at the doorway and drain its energy with the Grapple Voltage to gain access to Landing Site Bravo and your Gunship. Enter your Gunship and save your game before plotting a course back to Elysia. Select Landing Site A as your destination.

Elysia–SkyTown West Revisited

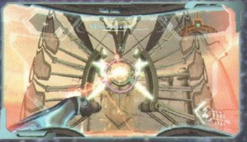
SKYTOWN RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT
☑	Powerworks	Lore: Defeat	Blue
☑	Powerworks	Spider Ball Track	Research
☑	Construction Bay	Phaazoid	Red
☑	Construction Bay	Red Phaazoid	Red
☑	Construction Bay	Lore: Attack	Blue
☑	Construction Bay	Defeat Red Phaazoid	Gold
☑	Hoverplat Docking Site	Defeat Red Phaazoid	Gold
☑	Hoverplat Docking Site	Lore: Conflict	Blue
☑	Concourse Ventilation	Defeat Red Phaazoid	Gold

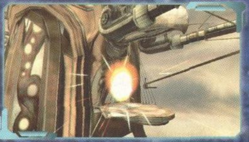
Powerworks



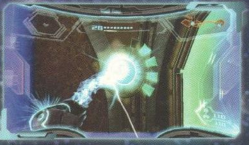
The newly discovered Chozo technology reported by Aurora Unit 242 is located in the Powerworks area of SkyTown, south of the Junction. From Landing Site A, move through the Security Station toward the western platform. Remember, the Spire Dock is no longer here. Fortunately, a Kinetic Orb Cannon is available for your trip toward the Junction platform.



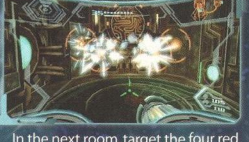
Enter the Junction and turn left, heading toward Zipline Station Charlie. The gate blocking access to the zipline is secured with an energy lock. Use your Grapple Voltage on the lock—only this time, push the control stick forward (◯) to send power to the lock, draining some of your health in the process.



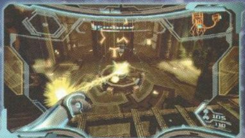
Once the gate is unlocked, use the zipline. Your trip along the zipline is cut short by a sudden energy surge, and you drop onto a platform. Complete the trip by performing a Screw Attack toward Zipline Station Charlie's southern platform.



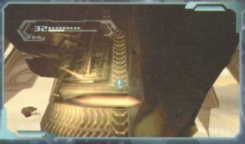
In the Powerworks Access corridor, turn to this terminal and drain its energy to drop the green energy barrier. Roll through the adjoining Morph Ball tunnel and enter the next doorway leading into the Powerworks.



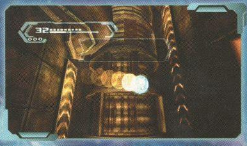
In the next room, target the four red power nodes with Seeker Missiles to open a new Morph Ball tunnel. Roll into the Morph Ball tunnel to access the central gear room of the Powerworks.



Upon arrival, look for a Databot floating above this room, then shoot it and scan it to retrieve the "Defeat" Lore entry. Afterward, look for the fallen gear in the center of the room. It must be returned to its original position. Jump onto this nearby ledge and use your Grapple Lasso to flip the gear upward. While the gear is twirling through the air, shoot it with a charged shot from your Plasma Beam to knock it back in place. As the gears start to function, a barrier lifts, revealing the Spider Ball suit upgrade.

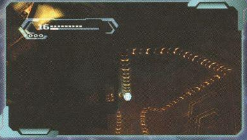


Enter the newly opened Morph Ball tunnel to try out the Spider Ball. At the end of the tunnel, press and hold down Z to activate the Spider Ball, attaching to the track. Continue holding down Z to remain on the track. When you come to gaps you must cross by falling downward, release Z momentarily—your Morph Ball will begin to fall. Press Z again to activate the Spider Ball and latch onto the nearby track.



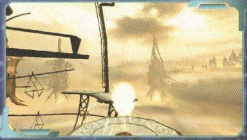
Follow the Spider Ball Track to this vertical shaft. Here you must cross from one parallel track to the other using the Boost Ball. While still holding down Ⓩ, press and hold Ⓑ to activate the Boost Ball. When you release Ⓑ your Morph Ball shoots across the shaft, attaching to the next Spider Ball Track. Continue ascending the shaft until you return to the Powerworks entry, near the Powerworks Access corridor.

Missile Expansion 25

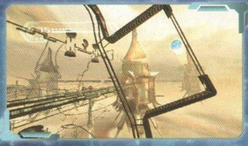


Look for a Missile Expansion near the Spider Ball Track on the underside of the Powerworks.

Zipline Station Charlie

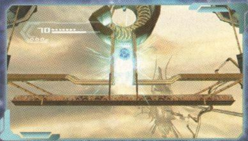


Advance through the Powerworks Access corridor and return to Zipline Station Charlie. Instead of using the zipline, Screw Attack to the platforms on the right. A large Spider Ball Track ascends above the larger platform. Attach to the track and follow it upward.

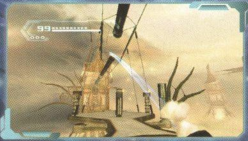


Use the Boost Ball to cross gaps like this in the Spider Ball Track. Simply hold down Ⓑ, then release to blast across the span. But don't forget to keep holding down Ⓩ.

Energy Tank 10

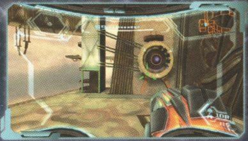


Bomb-jump up to this circular piece of track. Once attached, roll to the top of the track, just above the floating Energy Tank. Release Ⓩ to deactivate the Spider Ball and grab the Energy Tank on your way down. Follow the Spider Ball Track down to the next platform, then Screw Attack toward the Junction platform.

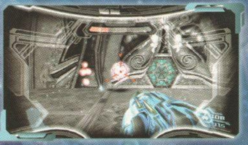


In the Junction, turn left and head toward Skybridge Hera. Use the Spinner to activate a Kinetic Orb Cannon, then cross the span toward Maintenance Shaft GP.

Construction Bay



Cross Maintenance Shaft GP to enter the Construction Bay. Turn right and send power to the purple switch to activate the lift in the nearby Morph Ball tunnel. But don't enter the lift just yet. Instead, turn toward the floating platforms to spot a Phaazoid in the distance—scan it for your Log Book. This white entity consists of Corporeal Phazon energy. Enter Hypermode to destroy it.

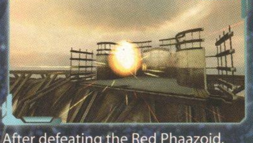


Return to the lift you activated earlier and ride it up the shaft to the upper-level platform just outside the Ballista Lift doorway. A Phaazoid awaits; attack it and it splits into two: a normal Phaazoid and a Red Phaazoid. These red entities are similar to the standard Phaazoids but are much more durable. Enter Hypermode and strike quickly with Phazon blasts.

NOTE

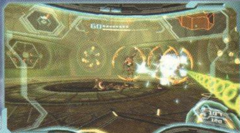
From this point on, you'll encounter several Red Phaazoids. Killing each Red Phaazoid earns you a gold credit. Unlike any credits thus far, these credits must be picked up manually. Be on the lookout for these rotating gold icons floating around after each battle.

Missile Expansion 26



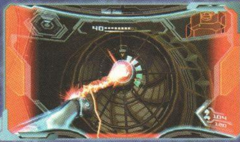
After defeating the Red Phaazoid, turn toward the distant structure with the Grapple Swing Points. Just above this structure is a Missile Expansion. Screw Attack toward the top of the structure to retrieve it. While up here, locate the nearby Databot and retrieve the "Attack" Lore entry.

Ballista Storage



Return to the Construction Bay's upper platform and enter the Ballista Lift corridor. Proceed to the Ballista Storage chamber and ride the lift down to the lower level. Five Steambots and a Steamlord attack when the lift reaches the bottom. Circle-strafe around the room while melting the Steambots with your Plasma Beam. Try using Seeker Missiles to engage multiple targets at once.

Energy Cell 5



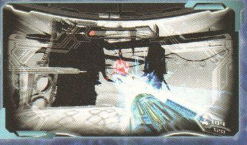
Locate the sealed hatch on the perimeter wall, flanked by two rotating turbines. Approach one of the turbines and send power to it through the Grapple Voltage. This overloads the turbine motor, and it explodes. Overload the second turbine to unlock the hatch. Enter the open hatch to retrieve another Energy Cell, then backtrack to the Junction platform.

NOTE

Grabbing the fifth Energy Cell completes your mission-critical business on Elysia. If you want, you can return to Landing Site A and fly back to the Pirate Homeworld's Research Facility to retrieve the Hazard Shield. However, there are a few more pick-ups and credits on Elysia that you can retrieve now.

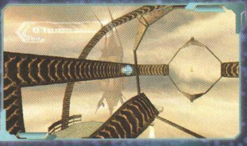
SkyTown Pick-Up Roundup

Hoverplat Docking Site

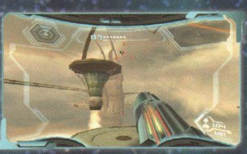


Screw Attack across the Hoverplat Docking Site platforms until you spot a Red Phaazoid. Enter Hypermode and strike quickly with Phazon blasts. Killing it earns you a gold credit—be sure to grab it.

Gunship Missile Expansion 5



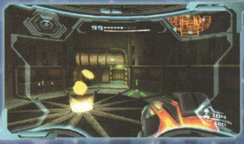
Navigate this twisting Spider Ball Track to grab a Gunship Missile Expansion. Use the Boost Ball to jump to new pieces of track and grab the expansion.



Locate the Databot hovering above the highest platform. Shoot it and scan it to retrieve the "Conflict" Lore entry. You don't have to reach the high platform to scan the hologram—engage and scan from a distance.

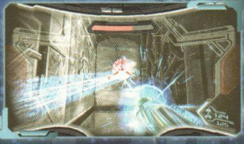
Steambot Barracks

Missile Expansion 27



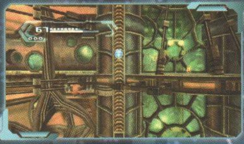
Enter this green-lit Morph Ball tunnel in the Barracks Access corridor. Follow it, avoiding the falling piston and blowing up barricades along the way. When you reach a Spider Ball Track, take it up to grab a Missile Expansion.

Concourse Ventilation



Cross to SkyTown East via Skytram West to reach the Concourse Ventilation shaft. Inside, enter Hypermode and kill the Red Phaazoid to earn a gold credit.

Missile Expansion 28



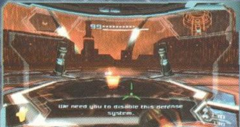
Drop to the very bottom of the shaft, then step through the broken window to access an outdoor ledge. Latch on to the nearby Spider Ball Track and follow it up the wall. Drop a bomb to jump a vertical gap. Drop off the Spider Ball Track to access a platform holding a Missile Expansion. Drop off the side of the platform to return to the ledge below, then return to your Gunship at Landing Site A (on SkyTown's west side) and save your game. Plot a course for the Pirate Homeworld, landing at the Research Facility.

Pirate Homeworld—Research Facility Revisited

RESEARCH FACILITY RESEARCH & CREDITS

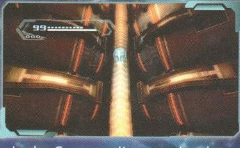
GOT IT?	LOCATION	SCAN/ACTION	CREDIT	GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Creche Transit	Lore: Taking Valhalla	Blue	✓	Metroid Creche	Defeat Metroid Hatcher	Gold
✓	Metroid Creche	Metroid Hatcher	Red				

Craneyard

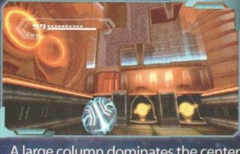


We need you to disable this defense system.

After setting down at Landing Site Alpha, enter Transit Station 1-A and take the train to Transit Station 1-B. From there, head to the Proving Grounds and descend via the central lift. Then go to the Craneyard to retrieve the Hazard Shield.

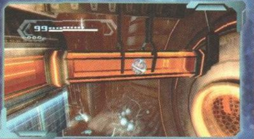


In the Craneyard's upper-level passage, locate the Spider Ball Track and follow it to a Morph Ball tunnel. The Morph Ball tunnel leads to a small room on the Craneyard's lower level. Locate a second Morph Ball tunnel here to access the main floor.

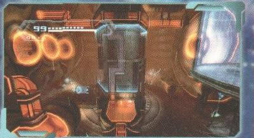


A large column dominates the center of the Craneyard. This column features small, internal channels accessible to your Morph Ball. The upper and lower halves of the column can be rotated, allowing for the creation of different tunnels. Rotate these sections by activating the Spinner controls at the base—the Spinner on the left rotates the bottom half and the Spinner on the right rotates the top half.

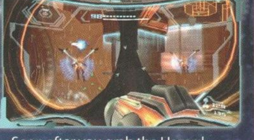
Missile Expansion 29



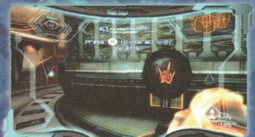
Enter the Spinner on the right and rotate the top half twice—use the Boost Ball to initiate rotation. When the tunnel inside resembles a zigzag pattern, exit the Spinner and enter the Morph Ball tunnel. Bomb-jump upward to reach the tunnel at the top—inside is a Missile Expansion!



Return to the ground and rotate the column's top half twice and the bottom half once to reveal a Spider Ball Track. Climb the track to the tunnel above and follow it to a small room. Press the red hand-shaped switch on the wall to reveal the Hazard Shield.

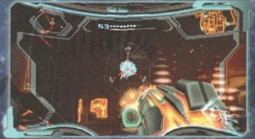


Soon after you grab the Hazard Shield, two Assault Aerotroopers attack. Retaliate with Phazon blasts. Once both threats are down, another switch at the base of the Craneyard's central column becomes active.



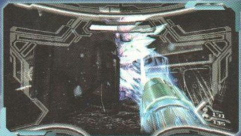
Press A to interact with objects.

Return to the Craneyard's lower level and interact with the switch on the column. This opens a window above on the side of the room, providing access to the upper-level passage. But it also triggers the arrival of several Pirate Commandos. Use the platforms on the perimeter wall to reach the upper passage. Keep moving in an attempt to avoid the Pirate Commandos. When you reach the upper passage, rush toward the Airshaft door, leaving the Pirate Commandos behind.



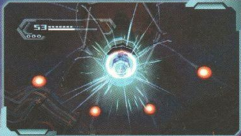
In the Airshaft, do not descend the shaft with the green Wall Jump slabs. Instead, drop to the lower-level passage, entering the Plasma Beam door to access Metroid Processing. Pass directly through Metroid Processing's upper level, dodging (or freezing) any Phazon Metroids along the way. Head straight for the doorway on the opposite end of the room, which leads into Creche Transit.

Creche Transit



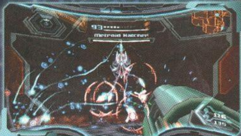
In Creche Transit, cross the toxic floor and space jump toward the Grab Ledge above. At the top of the ledge, turn left to spot a massive growth of Phazon crystals blocking the adjoining passage. Enter Hypermode and destroy the crystals with a Hyper Missile. Before leaving the Creche Transit, scan the round display on the wall in this corridor to download the "Taking Valhalla" Lore entry.

Metroid Creche

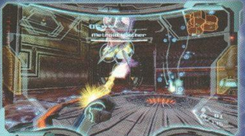


Enter the Metroid Creche and look for the Spinner control (gold hologram) in the center of this round holding cell. Roll inside and use your Boost Ball to raise the holding cell. When it reaches its maximum height, it launches you into a Bomb Slot on the ceiling. Deposit a bomb inside to activate another Spinner control on the floor. Repeat the same steps on the next holding cell, raising it and placing a bomb in the Bomb Slot above it.

Boss Battle: Metroid Hatcher



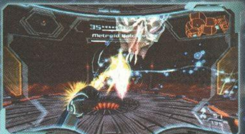
Soon after you place a bomb in the second slot, a Metroid Hatcher bursts through one of the holding cells. The Metroid Hatcher's weaknesses are its four tentacles. Target these dangling appendages with Seeker Missiles. Simultaneous hits on all four tentacles are not necessary. However, it may take more than one launch attempt to destroy all four tentacles.



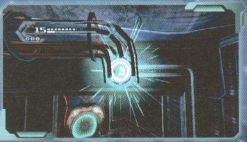
When all the tentacles are destroyed, stun the Metroid Hatcher by firing rapidly at its mouth whenever it opens to release a Phazon Metroid. You'll know it's stunned when several Grapple Lasso Points appear on the creature's underside. Quickly attach your Grapple Lasso to one of these points and pull back to permanently remove one of the Metroid Hatcher's tentacles, causing significant damage. One down, four to go.

CAUTION

As its name implies, the Metroid Hatcher is capable of producing up to two Phazon Metroids at a time. When this happens, defeat the Phazon Metroids first before returning to the Metroid Hatcher. Remember, Ice Missiles are very effective against Phazon Metroids.

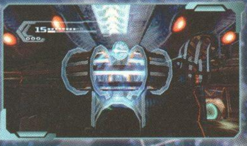


The Metroid Hatcher will eventually regenerate its other tentacles. Stay on the offensive, shooting the remaining tentacles with Seeker Missiles, then pull them out by the roots one at a time with your Grapple Lasso. Remove the final tentacle to finish off the Metroid Hatcher, earning yourself a gold credit.

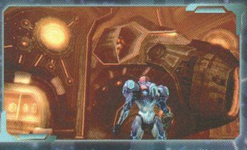


After the boss battle, enter the Spinner hologram on the next holding cell and activate your Boost Ball to raise it. The holding cell then launches you up into a Morph Ball tunnel running along the ceiling. Follow the tunnel to a Bomb Slot and drop a bomb to reveal two Wall Jump slabs.

Energy Tank 11



While rolling through the ceiling-mounted Morph Ball tunnel, look for this opening at the top. Bomb-jump up through this opening to access a Spider Ball Track running along the ceiling. A series of tunnels and tracks leads to an Energy Tank. Make several Boost Ball jumps along the way to jump from track to track.



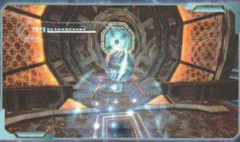
Screw Attack up the new Wall Jump slabs to reach an upper-level ledge overlooking the room. Enter the nearby door to access Transit Station 3-A, then visit the adjacent Save Station to recharge and save your game. Return to Transit Station 3-A and interact with the terminal to call the train—press the red hand-shaped switch. Enter the train and interact with the controls to get it rolling toward the Command Center.

Pirate Homeworld—Command Center Revisited

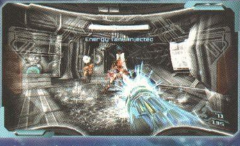
COMMAND CENTER RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Command Courtyard	Lore: Disaster at Elysia	Blue
✓	Courtyard Passage	Scritter	Red
✓	Skyway Access	Lore: Purification	Blue

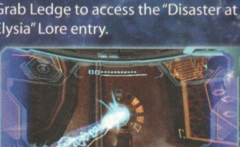
Command Courtyard



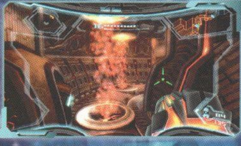
After arriving at Transit Station 3-B of the Command Center, head directly for the Command Courtyard, via the Lift Hub corridor. Enter the Bomb Slot in this gate to access the passage beyond.



Several pirates greet you in the Command Courtyard. Don't worry about stepping on the toxic parts of this area—your Hazard Shield will protect you. One Hypermode session should be adequate to finish off all the hostiles. After the fight, use the Grab Ledge to access the "Disaster at Elysia" Lore entry.

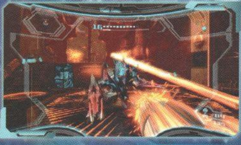


The door to the Courtyard Passage is blocked by an energy field. Drain this nearby terminal with your Grapple Voltage to shut down the energy field.

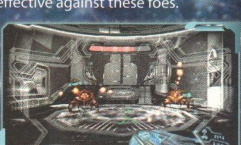


Enter the Courtyard Passage and advance through the acid rain. Once again, the Hazard Shield does its job, preventing you from taking damage. Before exiting this passage, turn around and scan one of the many Scritters crawling along the walls.

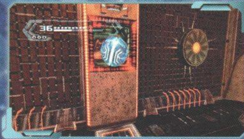
Skyway Access



Soon after you enter the Skyway Access, two Pirate Commandos appear, and the passage ahead is blocked by several thick blast doors. Eliminate the Pirate Commandos, engaging Hypermode if necessary. Your Hyper Missiles are incredibly effective against these foes.

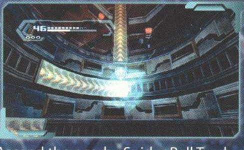


When the Pirate Commandos are down, several Crawltanks attack, one emerging from a new Morph Ball tunnel. Circle-strafe around the Crawltanks while retaliating with Phazon bursts and Hyper Missiles. Afterward, locate the round display on the wall to retrieve the "Purification" Lore entry.



The Skyway Access passage is blocked for now, so enter the new Morph Ball tunnel revealed by one of the Crawltanks. A device inside this tunnel launches you through a passage at high speed, dropping you in the Defense Access corridor.

Transit Station 4-A



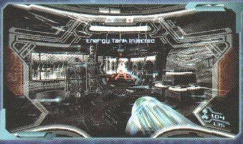
Ascend the nearby Spider Ball Track, using bombs to reach higher pieces. You eventually reach a ledge with a doorway leading into Transit Station 4-A. Scan the terminal in the station, then interact with the red hand-shaped switch to call the train. Hop aboard and activate the train's controls, riding it to the Mining Site.

Pirate Homeworld—Mining Site

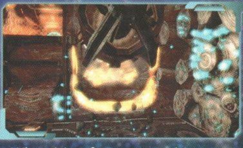
MINING SITE RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Mine Lift	Lore: Vanguard	Blue
✓	Phazon Harvesting	Phazon Harvester Drone	Red
✓	Drill Shaft 1	Lore: Victory and Loss	Blue
✓	Main Cavern	Space Pirate Green Door	Research
✓	Phazon Mine Entry	Lore: Bryyo Falls	Blue

Phazon Quarry

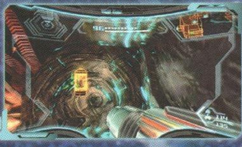


Exit the train at Transit Station 4-B and proceed through the adjoining corridor to the Phazon Quarry. As you enter, a couple of pirates on the other side of the quarry go into Hypermode. Activate Hypermode yourself and finish them off.



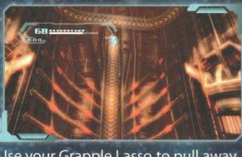
When it's safe, return to this console (near the doorway) and activate the drill. It takes two separate button presses to position, then activate, the drill. Press the button on the lower left first, then follow up by pressing the button on the upper left. As the drill rotates, it cuts a half-pipe out of the left wall.

Missile Expansion 30

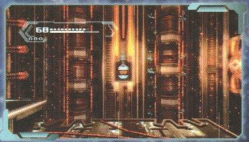


Activate the drill again, this time pressing the button on the right side of the console. This causes the drill to carve a rough set of ledges out of the wall on the right, revealing a Missile Expansion. Jump onto the angular ledges carved out by the drill to reach the Missile Expansion. Then move to the half-pipe on the room's opposite side and use your Boost Ball to reach the ledge above. Enter the doorway to access the Mine Lift

Mine Lift

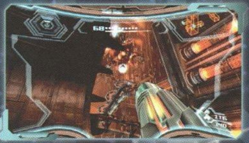


Use your Grapple Lasso to pull away the gate inside the Mine Lift, then climb the Spider Ball Track. Jump to the upper track with a bomb. On the upper track go right or left and drop down one of the vertical shafts—a Spinner control is in each.



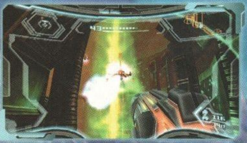
Use your Boost Ball to activate the Spinner—don't drop a bomb! Repeat the same steps to activate the Spinner in the second shaft. Once both Spinners are activated, the lift drops to the bottom of the shaft. Scan the round display to download the "Vanguard" Lore entry.

Phazon Harvesting

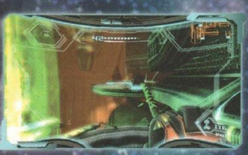


A Phazon Harvester Drone hovers above the Phazon Harvesting area—scan it, but don't bother engaging the drone. Just move through this area as fast as possible. From the lower entry point, space jump across the broken bridge. Race up the switchback ramps while keeping an eye on the Phazon Harvester Drone. As long as you keep moving, it'll have a hard time hitting you.

Drill Shaft 1

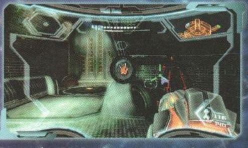


In Drill Shaft 1, open fire on the Jolly Roger Drones hovering above before attempting any jumps. Once they're down, time the green vertical beam blast and jump over to the nearby Grab Ledge when there's an opening. Take the same precautions on the second landing.

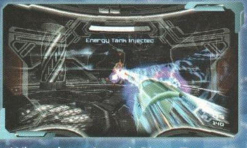


Before exiting the room, turn around and locate this small platform above the room. Space jump across and scan the round display on the nearby wall to retrieve the "Victory and Loss" Lore entry.

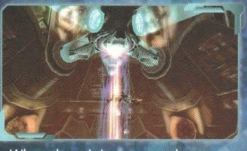
Main Cavern



Enter the Main Cavern control room and turn right. Look for the red hand-shaped switch and interact with it to activate a nearby lift. Enter the lift and take it down to the Main Cavern floor.



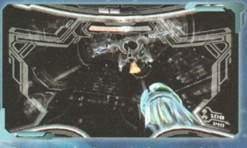
When three Assault Pirate Troopers appear, engage Hypermode and immediately eliminate two of the pirates while avoiding the mining cannon in the center of the room. When there's only one pirate left, hold to the perimeter of the room and use the vertical piston rods for cover. It's critical that this last Space Pirate is left alive until the right moment.



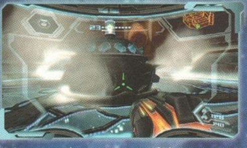
When the mining cannon beam turns from green to purple, all particles in the room are sucked inward toward the beam. Backpedal toward the perimeter wall to avoid being sucked in. At the same time, target the lone Assault Pirate Trooper and hit him repeatedly with plasma blasts until he's sucked upward into the beam. This triggers an explosion, temporarily releasing four bell-shaped holograms near the cannon on the ceiling. Quickly aim upward and destroy one of the orange holographic projectors. It only takes one direct hit with your Plasma Beam, but you can only destroy one projector at a time.

CAUTION

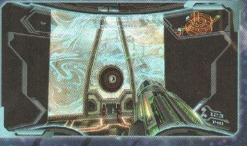
Be extremely careful when using Hypermode during this fight. There are many different things to keep track of, so don't neglect the PED's Phazon meter—if it overloads, you're dead. In addition, some of the Pirate Commandos may throw Phazon grenades, automatically raising your Phazon to critical levels. Make a habit of venting Phazon by firing a blast every couple of seconds, whether you have a target or not.



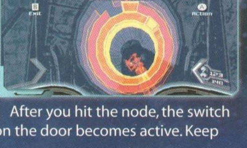
Once one projector is destroyed, two more Assault Pirate Troopers enter the room, along with a Pirate Commando, restarting the entire sequence. Follow the same game plan: kill two of the pirates, then blast the third into the mine cannon vortex to activate one of the holographic projectors. Repeat these steps until the mining cannon is destroyed.



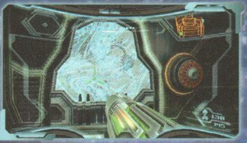
Among the remains of the mining cannon is the Nova Beam suit upgrade. Hop up onto the cannon debris to grab it. Although not quite as powerful as Phazon blasts, the Nova Beam still packs a heavy punch. Plus it utilizes a high-frequency beam that can be used to penetrate some solid objects, like Phazite.



Try out your new Nova Beam on the Phazite door. There is one power node hidden behind this slab of Phazite. Activate your X-Ray Visor to see it—it appears as a yellow dot. Shoot the node with your Nova Beam.

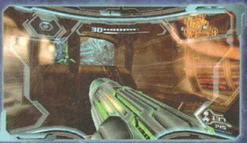


After you hit the node, the switch on the door becomes active. Keep your X-Ray Visor activated and turn each dial on this switch so all the notches line up with the slots. This opens the Phazite door, providing access to the lift inside. Ride it to the upper-level control room.



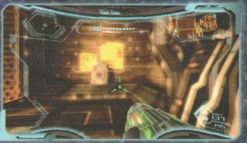
In the control room, locate this panel of Phazite next to an inactive switch. Activate your X-Ray Visor and shoot the yellow node behind the Phazite to power up the nearby switch. Keep the X-Ray Visor on and interact with the switch to open the doorway to Drill Shaft 2.

Drill Shaft 2



The mining drill in Drill Shaft 2 is stuck. Once again, activate your X-Ray Visor to investigate. A piece of debris is stuck between two rods inside the drill. Target the little round dot between the two rods to restore the mining drill to full functionality. The drill automatically burrows a hole in the floor, revealing a tunnel.

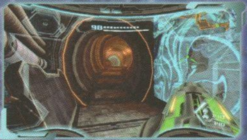
Energy Cell 6



Drop into the tunnel and shoot the Nova Beam door at the end to enter an upper-floor control room of the Phazon Quarry. From the doorway, turn right and locate the Energy Cell in the wall ahead. Remove the Energy Cell from its socket and add it to your inventory, then return to the tunnel in Drill Shaft 2. Use the Grab Ledge to pull yourself out and return to the Main Cavern control room.

Phazon Mine Entry

Missile Expansion 31



Advance through the Main Cavern control room and shoot the Nova Beam door to access the Phazon Mine Entry corridor. Before exiting this corridor, locate this Phazite panel on the wall. Activate your X-Ray Visor to reveal a set of gears on the other side. Target the four hexagonal shapes in between the gears with your Nova Beam. This completes a circuit, causing the gears to turn, lifting the Phazite panel to reveal a hidden chamber.

Don't rush inside the hidden chamber just yet—a Phazon Metroid waits inside. Hold at the doorway and engage it with Ice Missiles and your Nova Beam. Once the path is clear, enter the chamber to grab the Missile Expansion inside. While inside, scan the round display to download the "Bryyo Falls" Lore entry.

Landing Site Charlie

Continue advancing through the Phazon Mine Entry until you reach Landing Site Charlie. Blast each piece of rock with your Nova Beam until the landing site is free of all obstructions, then activate your Command Visor and order your Gunship to land. Climb aboard and save your game. Before initiating the Federation invasion of the Pirate Homeworld, it's a good idea to track down the three remaining Energy Cells and pay a visit to the *GFS Valhalla*. Plot a course for Norion first, setting down at Cargo Dock A.

NOTE

If you want to kick off the Federation invasion of the Pirate Homeworld, go straight to the Command Center and destroy the defense system at the Command Station. However, you can retrieve more pick-ups (and the remaining Energy Cells) by heading to Norion, Bryyo, and the *GFS Valhalla* now. Despite the frequent incoming communications from the Federation, there is no time limit on initiating the Pirate Homeworld invasion. Feel free to explore!

Norion

NORION RESEARCH & CREDITS

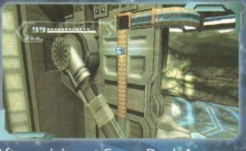
GOT IT?	LOCATION	SCAN/ACTION	CREDIT	GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Conduit B	Liquid Phazon	Red	✓	Cargo Dock B	Hopping Metroid	Red
✓	Data Storage	Lore: Planet Bryyo	Blue	✓	Cargo Dock B	Lore: Planet Norion	Blue
✓	Data Storage	Lore: SkyTown	Blue	✓	Generator B	Defeat Metroid Hatcher	Gold

NOTE

The two Energy Cells on Norion and Bryyo are optional. At this point, you can head straight to the *GFS Valhalla* and download the Leviathan Code. However, once on board, you'll have to closely monitor your Energy Cell usage.

Cargo Dock A

Missile Expansion 32

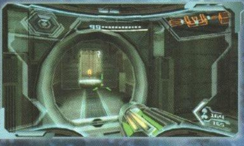


After arriving at Cargo Dock A, turn left and approach the gray structure—a Spider Ball Track is on the side of this building. Climb the Spider Ball Track to reach a Morph Ball tunnel. Follow the Morph Ball tunnel to another vertical Spider Ball Track. A Missile Expansion awaits at the top.

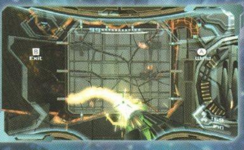
Once you have the Missile Expansion, advance to the Cargo Hub via Conduit A and Substation East. In the Cargo Hub, turn left and roll through the small hole in the debris.

Cargo Hub

Missile Expansion 33

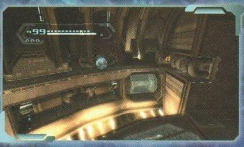


Before heading directly to Substation West, stop by the Maintenance Station. You can now blast open the Ice Missile door in this corridor. Inside the adjoining room is another Missile Expansion.



Return to the Cargo Hub and approach the door leading into Substation West. A lone Federation Marine stands guard here. After talking to the Marine, turn to the nearby circuit panel. Like the Plasma Beam, your new Nova Beam can repair circuits. Weld the three channels in this panel to remove the blast shield over the nearby doorway.

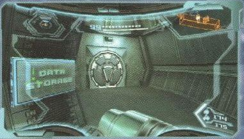
Missile Expansion 34



Enter Substation West and bomb-jump onto the ledge next to the doorway. You don't have to use this Morph Ball ledge to cross the room, but you do need to use it if you want the Missile Expansion at the end. As in Substation East, the panels lining this chamber push outward at regular intervals. In addition to studying their movements, watch each panel's color. It's safe to pass when the panel is dark and recessed against the tunnel. When the panel is about to push outward, it begins to glow again—get out of the way, even if it means rolling backward. With some patience and timing you'll have no problem crossing this ledge to reach the Missile Expansion.

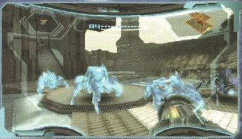
Conduit B

In Conduit B, scan the darkened corridor ahead for Phazon Liquid flowing along the walls, floor, and ceiling—scan it for your Log Book. This entity spawns Phazon Grubs—small creatures capable of melee attacks. Shoot the flowing puddles of Liquid Phazon with your Nova Beam to destroy them. Avoid direct contact with the Liquid Phazon and any Phazon Grubs it spawns to prevent taking damage.

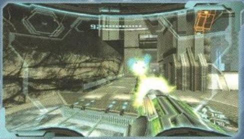


Farther down Conduit B, turn to this nook on the left to spot the Ice Missile door securing the Data Storage room. Hit the door with an Ice Missile, then step inside to scan a couple of terminals. The Lore entries for "Planet Bryyo" and "SkyTown" are both inside. There's also a redundant entry on the "Olympus-Class Battleship," which you can scan if you missed it earlier while on the *Olympus* (in the Security Station).

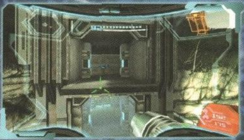
Cargo Dock B



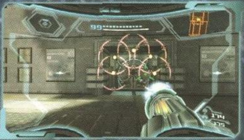
As you step out onto Cargo Dock B, a blast shield shuts behind you and three Hopping Metroids appear ahead. Circle-strafe around these hostiles while firing Ice Missiles. Scoring a single hit with an Ice Missile completely freezes a Hopping Metroid. While they're frozen, hit them with charged shots to blast the Hopping Metroids into a hundred icy pieces.



Keep making Hopping Metroid ice cubes until the Phazon growth explodes, dispersing into three puddles of Liquid Phazon. Engage the Liquid Phazon from a distance and try to destroy the entities before they spawn any Phazon Grubs. Once Cargo Dock B is clear, order your Gunship to land. This is a good opportunity to save your game and replenish your health.

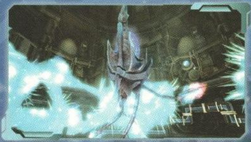


Your Gunship helps you reach an upper-level terminal. Space jump onto your ship, then jump to this nearby platform. The terminal contains the "Planet Norion" Lore entry—scan it for your Log Book.

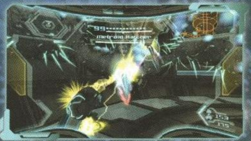


The door leading to the Generator B Access corridor is secured by a blast shield. Destroy the five yellow locking mechanisms above the shield with Seeker Missiles. In the adjoining corridor, roll through the Morph Ball tunnel on the left to reach the Generator B doorway.

Generator B



Generator B is surrounded by massive Phazon growths lining the walls of the chamber. Even more troubling is the Metroid Hatcher hovering above the room. Follow the same game plan you did earlier back on the Pirate Homeworld. Start by targeting the tentacles with Seeker Missiles.

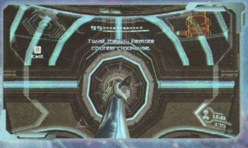


Next, shoot the Metroid Hatcher with your Nova Beam to stun it. Then approach its underside and pull away its tentacles with your Grapple Lasso. Repeat these steps until all five tentacles are removed. Killing this Metroid Hatcher earns you another gold credit.

TIP

Your new Nova Beam can penetrate the Metroid Hatcher's outer shell. Target the creature's body to kill it. Damage done in this manner does not register on the Metroid Hatcher's health meter, but keep up the attack to kill it quickly.

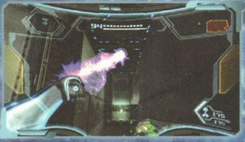
Energy Cell 7



Soon after the Metroid Hatcher dies, the Phazon growths around the room explode, revealing a Morph Ball tunnel. The entrance is near the doorway. Roll inside and follow it to the platform on the room's opposite side. Pull the Energy Cell out of the socket to open the blast shield over the exit.

Docking Hub Alpha

Missile Expansion 35



Instead of returning to your Gunship at Cargo Dock B, go to the Cargo Hub, then advance to Docking Hub Alpha. Look for this passage behind Docking Hub Alpha. Use the Grapple Swing Point above to reach the far ledge and retrieve the Missile Expansion.

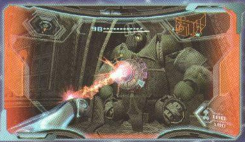
Now order your Gunship to land at Docking Hub Alpha and climb aboard. The next Energy Cell is located on Bryyo. Set a course for the Federation Outpost landing site inside the Hangar Bay off the Cliffside area.

Bryyo—Cliffside

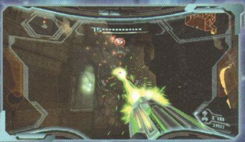
CLIFFSIDE RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Hall of Golems	Lore: Victory	Blue
✓	Hall of Golems	Fargul Hatcher	Red
✓	Hall of Golems	Fargul Wasp	Red
✓	Burrow	Lore: Struggle of the Exiles	Blue
✓	Hidden Court Hall	Lore: Salvation	Blue
✓	Colossus Vista	Lore: Decline	Blue

Hall of Golems



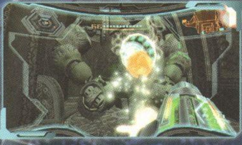
From the Hangar Bay, advance through the Plasma Beam door to access the Hangar Bay Hall. Enter the Hall of Golems and locate the purple security clamp on the nearby Golem. Use your Grapple Voltage to send energy into the clamp to overload it. Afterward, enter the Golem's Bomb Slot and drop a bomb inside to activate a Spider Ball Track above the room—this leads to Missile Expansion 36, which you'll soon grab.



There is a Fargul Hatcher on a ledge above the pool of fuel gel. These creatures are extremely durable and spawn Fargul Wasps. Scan both the Fargul Hatcher and a Fargul Wasp, then aim for the Fargul Hatcher's mouth as it spits out wasps—this is the only way to inflict damage. Be patient and keep shooting the Fargul Hatcher's mouth until it dies. If necessary, enter Hypermode to expedite the process.

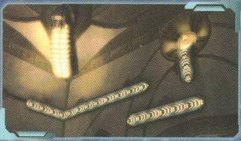
TIP

Locate the flashing red dot on the panel in between the two Golems. Shoot the red dots on this panel to reveal the "Victory" Lore entry. Scan it for your Log Book.

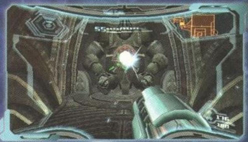


Approach the next Golem (left of the Lore entry) and melt the slab of metal on its belly to reveal another Bomb Slot. Drop a bomb in the slot to activate the Golem. It ignites a blowtorch-like implement and melts a nearby barrier, opening a path to the Colossus Vista—don't go there yet.

Missile Expansion 36



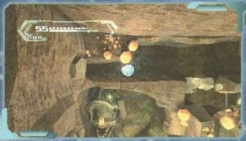
Before continuing, make a run for the Missile Expansion at top of the room using the Spider Ball Track. This is one of the longest Spider Ball Tracks you've encountered thus far, but it isn't terribly difficult—though one tiny mistake means you have to start over. Study the orientation of the track carefully before determining whether a bomb or a Boost Ball jump is the correct method of jumping from one piece of track to the next.



Using the platform by the fuel gel falls, jump over to the room's upper-level platform to spot another Golem. Hit the security clamp on the Golem's belly with an Ice Missile, then detonate a bomb in the Golem's Bomb Slot. This Golem emits a powerful cold gas, freezing the fuel gel falls on the opposite side of the room. Use the perimeter ledges to reach the top of the frozen fuel gel, then advance through the upper-level corridor.

Roll through the Morph Ball tunnel in the next passage to access the Burrow. Use bombs to detonate crystallized fuel gel deposits blocking the tunnel. As you exit, turn around and shoot the red dots on the panel above the tunnel to reveal the "Struggle of the Exiles" Lore entry.

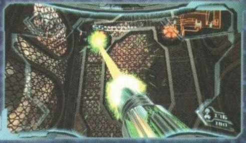
Missile Expansion 37



This one is easy to miss if you're not careful—it's visible just as you enter the side-scrolling portion of the Burrow. To reach it, blast your way to the depths of the Burrow shaft, eliminating fuel gel crystals with bombs. At the very bottom of the shaft, move left and bomb-jump your way up the ledges to reach the Missile Expansion.

Proceed through the doorway to the Hidden Court afterward.

Hidden Court

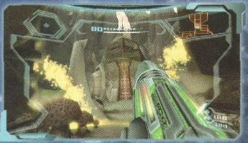


As you enter the Hidden Court, a large gate blocks your path—shoot the round red locks at the top. This lowers the gate, creating a horizontal platform. Stand on the new platform and use the Grapple Swing (and the point above) to swing to the opposite side of the room. Follow the adjoining upper-level path to the Plasma Beam door and enter the Hidden Court Hall.

Engage more Hoppers in the Hidden Court Hall on both ends of the Morph Ball tunnel. At the end of the hall, look to the left and scan the "Salvation" Lore entry, then proceed to the Fuel Gel Pool.

Fuel Gel Pool

Missile Expansions 38 & 39



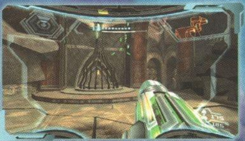
A massive headpiece belonging to a Colossal War Golem sits in the center of the Fuel Gel Pool, seemingly out of place. Before using your Gunship to lift the headpiece, hop onto frozen fuel gel to reach the top of it. From there, hop onto another ledge to retrieve Missile Expansion 38. After your Gunship removes the headpiece, enter the cave at the back of the room to grab Missile Expansion 39.

Colossus Vista

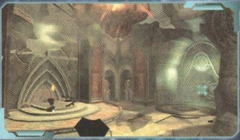
Now it's time to return the Colossal War Golem's head to its owner in the Colossus Vista. Backtrack through the Hidden Court and Burrow. At the top of the icy fuel gel falls in the Hall of Golems, engage the Fargul Hatcher from this vantage point.

Jump down to the floor in the Hall of Golems and turn left, heading through the passage the Golem with the blowtorch cleared earlier. Shoot the Plasma Beam door at the end of this corridor to enter the Colossus Vista.

Gunship Missile Expansion 6

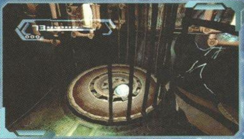


Upon entering the Colossus Vista, scan the panel on the right of the corridor to download the "Decline" Lore entry. Farther down the passage you're greeted by a dead end and a cage containing a Gunship Missile Expansion.



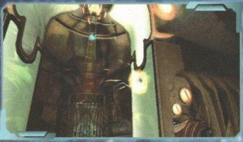
Activate your Command Visor and order your Gunship to drop the Colossal War Golem headpiece on the platform in the distance. The platform does not register as a valid target, but drop the headpiece anyway. Once it's in place, the Colossal War Golem smashes its fist down on the wall directly ahead, destroying the cage and opening a new passage to the right. Grab the Gunship Missile Expansion, then pass through the new doorway.

Machineworks Bridge

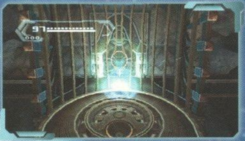


At the Machineworks Bridge, enter the Spinner-like device in the floor and use your Boost Ball to rotate the cage and a platform. The platform extends halfway across the chasm. The second half of the bridge must be extended from the Thorn Jungle side, effectively linking it to the Cliffside.

Energy Tank 12

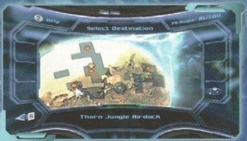


Walk onto the newly extended half of the bridge and turn to the side to spot two parallel Wall Jump slabs moving together and apart on both sides of the bridge. Face one of the slabs and wait until it's moving toward the bridge before beginning your Screw Attack ascent. Quickly jump between the two slabs while they're together to reach an Energy Tank floating above.



Return to the cage by the Spinner and enter Morph Ball form. Bomb-jump up through the round hole in the cage to return to the Colossus Vista.

Hangar Bay



Now head to the Thorn Jungle. Backtrack to the Hangar Bay through the Hall of Golems and Hangar Bay Hall. Inside, recall your Gunship, ordering it to land. Climb aboard and set a course for the Thorn Jungle, landing at the Thorn Jungle Airdock.

Bryyo–Thorn Jungle

THORN JUNGLE/CLIFFSIDE RESEARCH & CREDITS

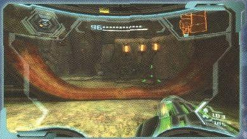
GOT IT?	LOCATION	SCAN/ACTION	CREDIT	GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Jousting Field	Defeat Red Phaazoid	Gold	✓	Hidden Court	Bryyo Orange Door	Research

Retrieve the Energy Generator

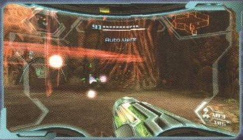
Energy tank injected

From the Thorn Jungle Airdock, advance through the Overgrown Ruins passage to the Ancient Courtyard. Here you come under attack from a Phaazoid. Immediately enter Hypermode and engage the Phaazoid with Phazon blasts and Hyper Missiles, destroying it before it becomes a nuisance.

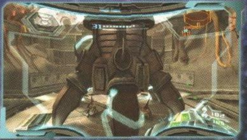
Missile Expansion 40



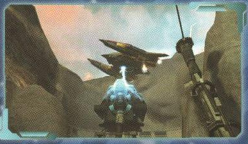
Use this half-pipe in the center of the Ancient Courtyard to reach a Missile Expansion on the upper ledge to the left. Face the top of the ramp, then enter Morph Ball form, using the Boost Ball to fly higher and higher until you can reach the ledge.



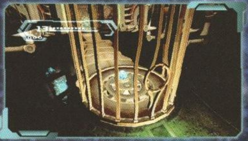
In the Jousting Field you encounter a Red Phaazoid. As with the earlier Phaazoid, engage Hypermode and attack with Phazon blasts and Hyper Missiles. Be sure to grab the gold credit once you destroy it.



Pass through the South Jungle Court to reach the North Jungle Court. Watch out for several Reptilicus creatures while moving through this area. (Race past them in Morph Ball form if you wish to avoid any time-consuming battles.) Advance through the South Jungle Hall, Auxiliary Dynamo, and North Jungle Hall to reach the North Jungle Court.

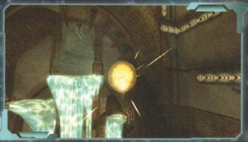


At the North Jungle Court, jump to the center platform ringing the destroyed anti-aircraft turret and look for this large energy generator on one of the upper-level nooks in the room's perimeter. As the Gunship lifts the generator away, a new tunnel is revealed below the generator's socket.



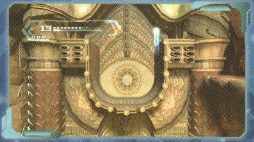
Enter the new tunnel to access the Machineworks Bridge. Use your Boost Ball inside the Spinner device to rotate the second half of the bridge, completing a new passage to the Cliffside area.

Restore Power to Fuel Gel Pumping Crane



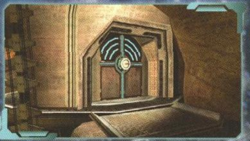
Cross the Machineworks Bridge and pass through the Colossus Vista to enter the Hall of Golems. Once again, finish off the Fargul Hatcher inside, then ascend the frozen fuel gel falls to access the Burrow.

Missile Expansion 41



Take the Burrow's Morph Ball tunnel to the Hidden Court. From the upper-level perch, perform a Screw Attack toward the half-pipe and begin using your Boost Ball to build up momentum—a Missile Expansion is on the ramp's right side.

Energy Cell 8



Cross to the left side of the half-pipe and order your Gunship to drop the energy generator near the offline Gel Pumping Crane. Once power is restored, a central shaft on the crane will spin, then stop, exposing an Energy Cell. Retrieve the Energy Cell from the crane's socket—you now have eight! You're finally ready to investigate the *GFS Valhalla*. Return to the Hall of Golems and take the Hangar Bay Hall back to the Hangar Bay. Order your ship to land, then hop aboard.

A Completist's Guide to Bryyo

Missile Expansions and More

If you want to leave Bryyo with all possible scans and pick-ups, use this table to locate the remaining items before setting a course to the *GFS Valhalla.*

REMAINING PICK-UPS, CREDITS, AND SCANS ON BRYYO

GOT IT?	AREA	LOCATION	PICKUP/CREDIT	DETAILS
✓	Fiery	Gel Processing Site	Gold	Defeat the Red Phaazoid.
✓	Fiery	Temple of Bryyo	Missile Expansion 42	Jump to the backward C-shaped platform in the fuel gel.
✓	Icy	Tower	Energy Tank 13	Enter the room beyond the Wall Jump shaft.
✓	Cliffside	Falls of Fire	Missile Expansion 43	Drop to the bottom of the Ice Golem shaft, then move up the shaft toward the Dragon door.
✓	Cliffside	Grand Court	Gold	Defeat the Red Phaazoid.
✓	Cliffside	Reliquary III	Missile Expansion 44	Shoot the Ice Missile door near the X-Ray Golem device.
✓	Cliffside	Reliquary III	Red	Scan the Geemer.
✓	Cliffside	Gateway	Missile Expansion 45	At the Dragon door, take the right-hand path and break the ice with your Nova Beam.

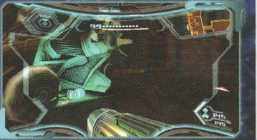
GFS Valhalla

GFS VALHALLA RESEARCH & CREDITS

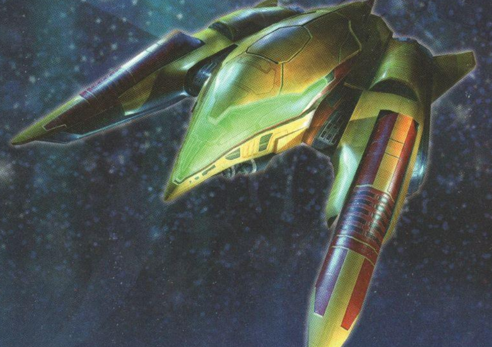
GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Hangar A Access	Phazon Puffer	Red
✓	Repair Bay	Miniroid	Red
✓	Stairwell	Lore: Tallon IV Incident	Blue
✓	Stairwell	Phaze-Ing	Red
✓	Xenoresearch Lab	Phazon Hopper	Red
✓	Xenoresearch Lab	Lore: The *Valhalla* Incident	Blue
✓	Junction A	Galactic Federation Green Door	Research
✓	Aurora Chamber	Defeat Metroid Hatcher	Gold
✓	Control Room	Lore: Anhur Incident	Blue

Docking Bay 5

Energy Cell 9



The wreckage of a Federation Stiletto fighter sits undisturbed on the right side of the docking bay. Lying among the wreckage is an Energy Cell—follow the green glow to grab it. This is the ninth and final Energy Cell.



Energy Cell Hunt

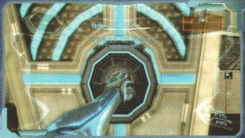
The nine Energy Cells in your possession power up various areas of the dilapidated *GFS Valhalla*. If you have fewer than nine, consider backtracking and locating the rest now. Here's a quick rundown of their whereabouts:

ENERGY CELL LOCATIONS

ENERGY CELL	PLANET	AREA	LOCATION
1	Bryyo	Cliffside	Hangar Bay
2	Elysia	SkyTown East	Xenoresearch B
3	Pirate Homeworld	Command Center	Command Courtyard
4	Pirate Homeworld	Research Facility	Metroid Processing
5	Elysia	SkyTown West	Ballista Storage
6	Pirate Homeworld	Mining Site	Phazon Quarry
7	Norion	—	Generator B
8	Bryyo	Cliffside	Hidden Court
9	*GFS Valhalla*	—	Docking Bay 5

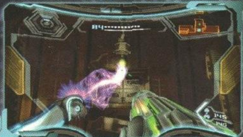
Possessing all nine Energy Cells allows you to retrieve all the pick-ups and scans aboard the *GFS Valhalla*. But technically, you only need five Energy Cells to reach the Control Room and download the Leviathan Code:

- **1 in Docking Bay 5**
- **1 in the Auxiliary Lift**
- **1 in the Port Observation Deck**
- **2 in the Aurora Chamber**

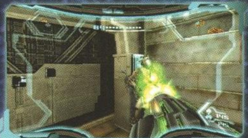


The large blast door leading to Hangar A Access is deactivated. Insert one of the Energy Cells into the socket on the door's left side. Once power is restored, interact with the blue hand-shaped switch on the right side of the door to open it.

Hangar A Access

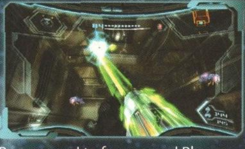


As you enter Hangar A Access, four Phazon Puffers attack, launching themselves directly at you. Try to scan one before they impact and explode. Cross the gap in this area with your Grapple Swing.

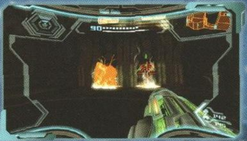


The lifeless remains of two Federation Marines stand guard at the next blast door. Shoot the Marine on the right to access the door's switch—your Nova Beam reduces his armor to dust. Interact with the switch to open a path to the Repair Bay.

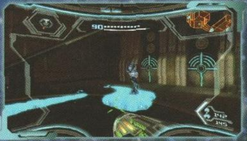
Repair Bay



Be prepared to face several Phazon Metroids and Miniroids in the Repair Bay. Prioritize the Phazon Metroids first, hitting them with your Nova Beam and Ice Missiles. The infant Miniroids aren't aggressive—they float above the center of the room. Scan one for your Log Book.



Enter the lower-level door on the right in the Repair Bay to access the Stairwell. Two obstructed Energy Cell stations wait patiently inside this dark room behind slabs of metal. Melt the slabs of metal with charged shots from your Nova Beam, then insert two Energy Cells into the sockets to restore power to the room.

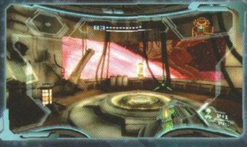


Soon after you insert the second Energy Cell, two Phaze-Ings appear. Like Liquid Phazon, these entities can slither along floors, walls, and ceilings. Instead of spawning Phazon Grubs, the Phaze-Ings raise turret-like appendages that fire Phazon blasts. Retaliate with your Nova Beam. If you're close enough, use your Grapple Lasso to pull away the turret, killing the entity.

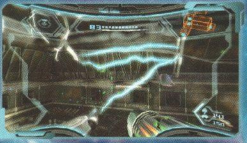
TIP

Drain energy from Phaze-Ings with your Grapple Voltage to slowly restore your health.

Missile Expansion 46

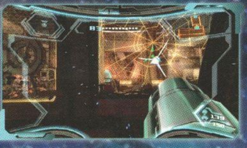


Take the ramp to the Stairwell's upper-level catwalk. Scan the terminal with the "Tallon IV Incident" Lore entry. Afterward, space jump across to the upper-level doorway leading into the Weapons Cache to retrieve a Missile Expansion.

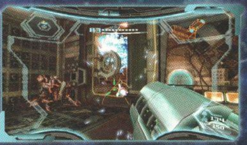


Return to the Repair Bay and jump across a series of disconnected catwalks to reach the upper-level doorway leading to the Security Station. When you reach this arcing field of blue electricity blocking your path, pause and shoot any nearby Miniroids that might get in your way. Wait for a pause in the electrical discharges, then space jump to the other side. Follow the next walkway into the Security Station.

Security Station

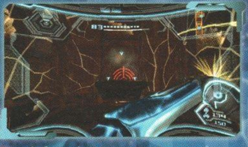


The Security Station is a bit of an obstacle course. Before advancing, deal with any Phaze-Ings in the room. Next, turn to the large piece of cracked glass—hit it with a missile to shatter it. Hop through to the next chamber.



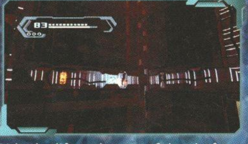
Scan the tall rectangular piece of glass in the next area—the bottom-left corner is cracked. Hit this area with a missile to blow out the damaged section of glass, then roll through. Watch out for the Phaze-Ing on the other side and prepare to take it out at close range, preferably with your Grapple Lasso. Pass through the door ahead to enter the Security Access corridor.

Auxiliary Lift



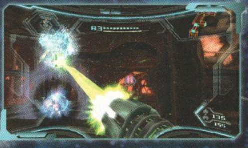
Turn left in the Security Access corridor and enter the Auxiliary Lift shaft. Tear away the loose panel inside the shaft with your Grapple Lasso, revealing another Energy Cell station. Restore energy to the lift by placing another Energy Cell in this socket.

Missile Expansion 47

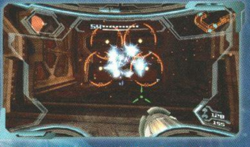


Ride the lift to the top of the shaft and locate a Morph Ball tunnel in the side of the wall. Follow the tunnel to a vertical shaft occupied by a piston. Drop onto the piston and ride it to the bottom, entering another horizontal Morph Ball tunnel to the left that contains a Missile Expansion. Return to the Auxiliary Lift's main shaft.

Port Observation Deck

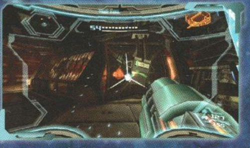


Proceed to the Port Observation Deck and roll through the small hole in the debris near the entrance. After passing the debris blockage, enter the window-lined portion of the passage. Several Phazon Metroids inhabit this section. Sidestep their charging attacks while engaging with your Nova Beam and Ice Missiles.

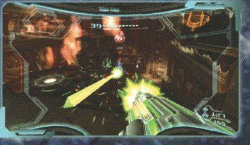


Advance through the Port Observation Deck passage and shoot the yellow lock mechanisms at the corridor's midpoint—ignore the Energy Station in this corridor for now. These four locks secure the blast door—hit them with Seeker Missiles. Once a path is cleared, proceed to the next doorway, which leads into the Xenoresearch Lab.

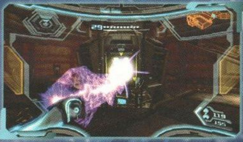
Xenoresearch Lab



You enter the Xenoresearch Lab on the upper level. Locate this damaged security shutter and hit it with an Ice Missile to create an opening.

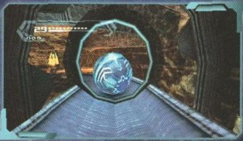


Before dropping to the lab's lower level, locate and scan the Phazon Hoppers on the floor below. These creatures are covered in crystallized Phazon, but they're still vulnerable to your Nova Beam. Engage them from a distance and sidestep as they spit venom in your direction.



After defeating the Phazon Hoppers, drop to the lab's lower floor and approach one of the energy generators in the center of the room. Locate this loose paneling on the side and yank it away with your Grapple Lasso to reveal another Energy Cell station. Insert an Energy Cell in this socket. Now find a loose panel on the second energy generator and repeat the same steps. After you insert an Energy Cell into each of the energy generators, both units come to life, restoring power to the lab. You can now download the "*Valhalla* Incident" Lore entry from the terminal.

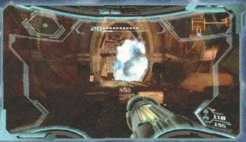
Gunship Missile Expansion 7



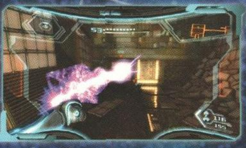
As power is restored, a small channel opens up at the base of the energy generator, revealing a Gunship Missile Expansion. But the expansion is suddenly sucked down an adjoining Morph Ball tunnel. Roll inside the tunnel next to the dead Federation Marine. Follow the tunnel to retrieve the Gunship Missile Expansion. Exit the tunnel by rolling in the opposite direction. You'll eventually drop through a hole in the ceiling of the Security Access corridor.

MedLab Alpha

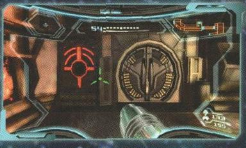
Missile Expansion 48



In the Security Access corridor, advance toward MedLab Alpha. Inside, a Missile Expansion awaits in a Morph Ball tunnel beneath the floor. Blast away the debris with an Ice Missile to reveal the tunnel's entrance. It may take several blasts to completely knock away all the debris.



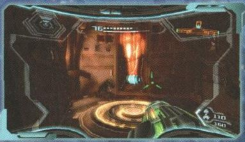
Finish off the Phazon Hoppers that come falling down, then approach the Morph Ball tunnel's entrance—it's blocked by a small panel. Pull the panel away with your Grapple Lasso, then roll into the tunnel to retrieve the Missile Expansion.



Backtrack to the Security Access corridor, return to the Auxiliary Lift and ride it up toward the Port Observation Deck. Deal with the Phazon Metroids in the Port Observation Deck, then turn right toward this energy station. Push one of your Energy Cells into the socket to drop the blast shield over the nearby doorway. Enter Junction A.

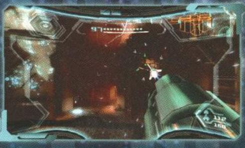
Junction A

Energy Tank 14

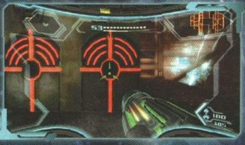


Turn right off Junction A to enter the Munitions Locker. An Energy Tank sits at the center of this small room, ready for the taking. Return to Junction A and shoot the green Nova Beam door at the end of the passage. Clear a path to the Aurora Access corridor.

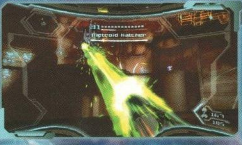
Aurora Chamber



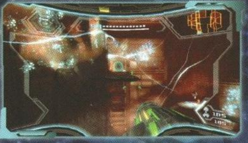
Rush through the Aurora Access corridor to reach the Aurora Chamber. Pass the two jammed Energy Cell stations inside and proceed to the nearby ramp. Scan the malfunctioning security hatch control mechanism above the room. Hit it with an Ice Missile to get it working again, which removes the barriers over the Energy Cell stations.



Return to the two Energy Cell stations on the lower level. Insert your remaining Energy Cells into the sockets to lower a series of walkways on the room's upper level, providing access to the vessel's Control Room. The clanging of walkways captures the attention of a Metroid Hatcher deep within the chamber's lower shaft.

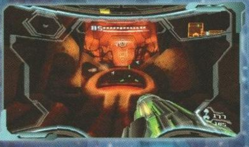


There are a couple of different ways to defeat the Metroid Hatcher. If you want a challenge, target its tentacles with Seeker Missiles, then stun it with blasts until you can rip away the tentacles with your Grapple Lasso. Or, you can simply shoot the Hatcher's head with your Nova Beam. The beam penetrates the creature's outer shell, damaging the creature's interior. Either method earns you a gold credit for defeating the Metroid Hatcher.

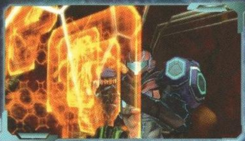


Cross the room's upper walkways and approach the platform marked by a blue and white hologram—this is a lift. Ride the lift to the next level, then space jump across this gap to reach the Control Room Access door. Fight past several Phazon Metroids on your way to the Control Room.

Control Room



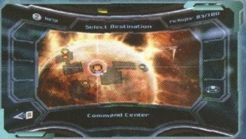
Enter the Control Room and turn right. A Space Pirate Boarding Pod is still attached to the *Valhalla*, left behind following the attack. Approach the console inside the pod and use your Grapple Voltage to restore the pod's power supply.



With the power restored, a new console is lowered into place. Activate your X-Ray Visor and input the matching code on the display. Several holographic displays suddenly appear, revealing the Leviathan Code.

TIP

At the Data Backup terminal in the Control Room, input 78356 into the keypad. This code is found on the PDA of one of the fallen Marines nearby.



Your work here is complete. Scan the terminal in the Control Room to download the "Anhur Incident" Lore entry, then return to Docking Bay 5. Board your Gunship and set a course for the Command Center on the Pirate Homeworld. It's time to destroy their defense system and initiate the Federation assault.

Pirate Homeworld–Command Center

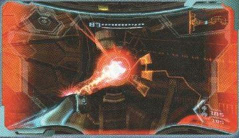
COMMAND CENTER RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Command Station	Destroy Defense System	Gold
✓	Skyway Access	Demolition Trooper	Red
✓	Transit Tunnel P70	Lore: Mistress Gandrayda	Blue
✓	Transit Tunnel P70	Keep Demolition Troopers alive (12/12)	Gold
✓	Transit Station Leviathan	Pirate Commander	Red
✓	Transit Station Leviathan	Defeat Pirate Commander	Gold

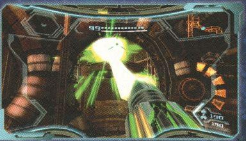
Disable the Defense System

Lift Hub

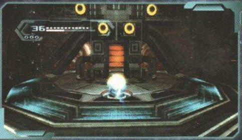
Missile Expansion 49



From Landing Site Bravo, head directly to the Lift Hub. Destroy the Remorse-Class Turret near the lifts, then approach this terminal and use your Grapple Voltage to send power into the lift's controls, causing the door to slide open. Enter and peer through the small window-like opening in the lift to spot a Missile Expansion inside the shaft. The lift is malfunctioning, indicated by the slight drop and the dimming of the control panel as you enter.

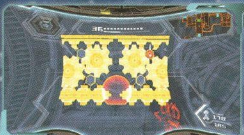


Back out of the lift and target the cable above it. Snap the cable with a charged shot from your Nova Beam to send the lift plummeting. Now hop across the shaft to retrieve the Missile Expansion resting on the ledge. Enter the functioning lift (to the left) afterward and choose the second floor as your destination. This takes you to the Security Air Lock.



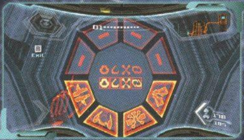
At the Security Air Lock, roll into the gold hologram and ride the turntable to the opposite side of the chamber. Pass through the doorway ahead to enter the Defense Access corridor.

Defense Access

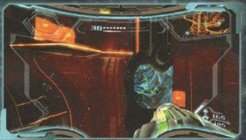


Approach this Phazite panel in the Defense Access corridor. Activate your X-Ray Visor to reveal its inner workings. Shoot all four of the orange-lit hexagonal shapes next to the gears. The panel rises once the sequence is completed, revealing the Nova Beam door leading into the Command Station. Shoot the door and step inside.

Command Station



The defense system's energy core is currently shielded. The security override terminal is at the top of the room. Space jump across the room's perimeter platforms to reach the top. Once there, activate your X-Ray Visor and interact with the security override terminal. Punch in the corresponding code shown on the display to reveal three Phazite-shielded nodes on the energy core.



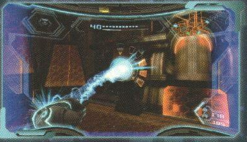
Wipe out the initial pirate ambushers, then proceed down the shaft to the upper Phazite node on the energy core. Activate your X-Ray Visor to spot three orange orbs bouncing around inside the Phazite-shielded area. Hit each of these orbs with your Nova Beam to deactivate this section of the core. Repeat the same steps on the other two Phazite-shielded sections farther down the core.

Knocking out the three Phazite-shielded portions reveals a Bomb Slot at the top of the core. Space jump upward along the perimeter platforms, dodging any Commando Pirates along the way. At the top, drop a bomb in the Bomb Slot to deactivate the base's defense system, which earns you a gold credit.

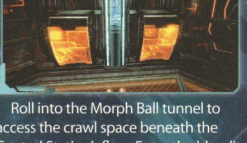
NOTE

Now that you've disabled the defense system, you can return to Phazon Harvesting and bomb the Harvester Drone you ignored before to score a Friend Voucher. Do this before defeating Omega Ridley, or you'll miss your chance to claim this prize.

Meet Up with Admiral Dane

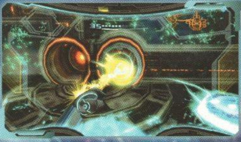


The remaining Commando Pirates have retreated from the Command Station. Drop to the bottom of the shaft and approach the Grapple Voltage terminal. Drain the energy from the terminal to lower the nearby red energy shield covering a Morph Ball tunnel.

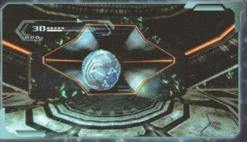


Roll into the Morph Ball tunnel to access the crawl space beneath the Control Station's floor. Enter the blue-lit vertical shaft and ride the lift up to the next horizontal tunnel—this leads into the Flux Control passage.

Missile Expansion 50



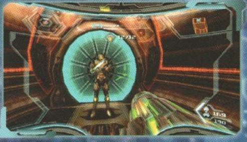
After exiting the Morph Ball tunnel, turn around and use your Grapple Lasso on the hatch to the right, flipping it over the left-side tunnel. This reveals another Morph Ball tunnel. Roll in to enter the Flux Control's central core. Climb the Spider Ball Track inside to reach a Missile Expansion.



After grabbing the Missile Expansion, continue upward on the Spider Ball Track, eventually following it back to the Flux Control passage. After killing a Crawltank, turn around and enter this Morph Ball tunnel at the passage's dead end. This leads to the Command Courtyard.

Advance through the acid-filled Courtyard Passage and on to the Skyway Access. Soon after you arrive, Admiral Dane sets down. He needs you to lead a contingent of 12 Demolition Troopers down the pirate cargo line toward a large door blocking access to the Seed. At least four Demolition Troopers must survive to plant the explosives necessary to destroy this barrier.

Escort Demolition Troopers

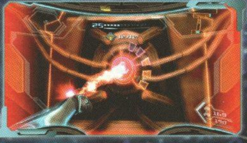


One of the Demolition Troopers destroys the large blast door, opening a path to the pirate cargo line. Move through the newly opened passage and approach the Demolition Trooper standing guard at the door—scan him, then talk to him. He informs you that Demolition Troopers are equipped with weak armor.

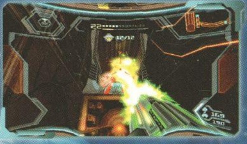
NOTE

During this escort mission, the number of Demolition Troopers you're responsible for is shown on the HUD, indicated by the helmet icon and the 12/12 number. Remember, you need a minimum of four troopers to detonate the blast door at Transit Tunnel 0205. If you lose too many, the mission is a failure and the game ends. But if you manage to get all 12 to Transit Tunnel 0205, you earn a gold credit.

Transit Station 1104

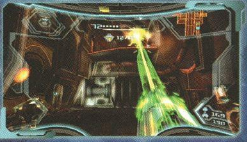


The terminal ahead is drained of power, preventing access to Transit Station 0203. Send power into the terminal with your Grapple Voltage, supplying the nearby doorway with energy.

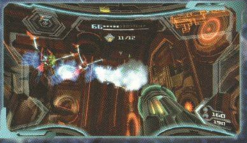


Hop up into the corridor above the terminal and turn right to engage a lone pirate on the ledge above. Blast him with your Nova Beam, then hop onto the ledge to reach the doorway leading into Transit Station 0203.

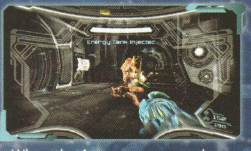
Transit Station 0203



Upon entering Transit Station 0203, look up to spot a couple of pirates on a catwalk firing down on a couple of Demolition Troopers. Rush forward and engage the pirates with Ice Missiles and your Nova Beam in an effort to draw their fire away from the Demolition Troopers. Hold this position until both threats are eliminated.

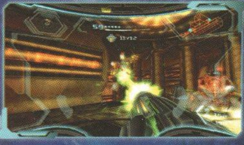


Follow the Demolition Troopers across the tracks (to the left) and turn your attention to another upper-level platform occupied by two more pirates—kill both as fast as possible. Suddenly, two Aerotroopers fly in and attack. Retaliate with Ice Missiles and charged shots from your Nova Beam.

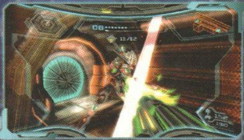


When the Aerotroopers are down, a train passes through the station, opening a path (along the tracks) to the next area. A firefight is going on—enter Hypermode and rush the left station platform to flank the three pirates hiding behind some crates. Once Transit Station 0203 is clear, follow the troopers up a series of ramps to the upper-level doorway leading to Transit Tunnel P68.

Transit Tunnel P68

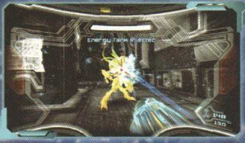


Lead the way through Transit Tunnel P68, hopping up a series of ledges until you encounter a couple of Crawltanks. Finish them off, then cautiously proceed through the passage.

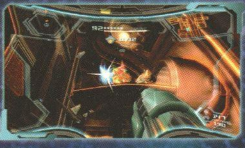


At this turn in the corridor, watch out for an Armored Pirate Trooper running toward you and a Remorse-Class Turret mounted on the ceiling. Knock away the pirate's armor with Ice Missiles, then finish him off with your Nova Beam. Destroy the Remorse-Class Turret with a charged shot, then continue on to Transit Station 0204.

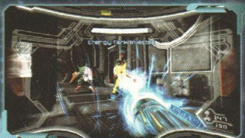
Transit Station 0204



Follow the Demolition Troopers into the next passage and turn right as soon as you enter Transit Station 0204. Two Advanced Pirate Troopers appear straight ahead. Engage Hypermode and charge forward, eliminating both pirates before they can attack the Demolition Troopers. Keep pushing forward in Hypermode and engage a lone Armored Shield Trooper in the adjacent passage.

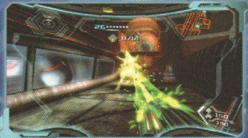


As you pass through the narrow point where you encountered the Armored Shield Trooper, turn left to spot two Armored Pirate Troopers on this upper-level platform. If you're still in Hypermode, quickly finish them off with Phazon blasts and Hyper Missiles. But if your Hypermode session has expired, retaliate with Ice Missiles and charged shots from your Nova Beam.



Once the pirates on the upper level are eliminated, two Advanced Shield Troopers rush through the lower-level passage ahead. Enter Hypermode again to eliminate these threats and the reinforcements that take up defensive positions in the corridor ahead. When the path is clear, lead the way through the next doorway to Transit Tunnel P69.

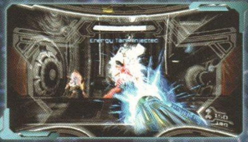
Transit Tunnel P69



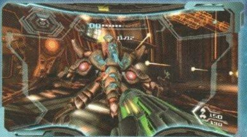
Two Armored Pirate Troopers are positioned in this lengthy span of Transit Tunnel P69. Engage with Ice Missiles and your Nova Beam. If the pirates ignore you and begin attacking the Demolition Troopers to your rear, engage Hypermode to eliminate the Armored Pirate Troopers quickly.

At the doorway, Samus stands aside and lets two Demolition Troopers pass ahead. Don't lag behind—as soon as the cinematic is over, rush into Transit Station 0205 before the Demolition Troopers step into a nasty firefight.

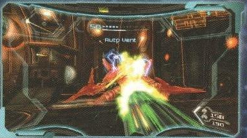
Transit Station 0205



At the end of the short corridor, turn left. Transit Station 0205 comes into view, as do a couple of Armored Shield Troopers on the opposite side of the tracks. The Demolition Troopers' weapons are useless against these enemies, so charge to the front and attack in Hypermode.

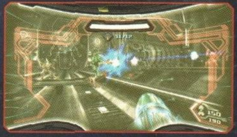


Soon after you eliminate the Armored Shield Troopers, a Berserker Knight bursts through a large door on the tracks. Stay on the left side of the tracks and try to draw his attention away from the Demolition Troopers, positioned on the opposite side of the tracks.

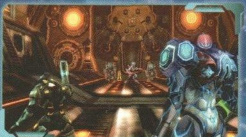


Unlike in previous encounters, you no longer have to wait for the Berserker Knight to launch his purple orbs at you. The Phazite armor covering his head can be penetrated by your Nova Beam. Simply aim for the blue Phazite panels on the Berserker Knight's head to inflict damage. Keep hitting this spot to score the kill.

CAUTION



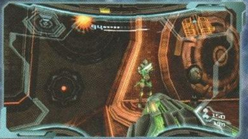
Don't let the Berserker Knight distract you from the two pirates sneaking through the opened doorway on the tracks. These pirates will go straight for the Demolition Troopers. If necessary, sidestep the Berserker Knight and enter Hypermode to deal with these guys. Once they're down, resume the battle with the Berserker Knight.



When the Berserker Knight is down, advance down the tracks. The large door leading to the Seed is just ahead. As you approach, three Commando Pirates uncloak at the base of the door. They've been ordered to make a last stand by the Pirate Commander. Don't mess around with these guys. Engage Hypermode and blow away their armor with Phazon blasts. This allows the Demolition Troopers to inflict damage.

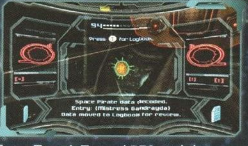
TIP

If the Commando Pirates cloak, back away and hold near the Demolition Troopers until they reappear.



With the area secure, the Demolition Troopers place charges and destroy the massive door as Admiral Dane intended. Interact with the red hand-shaped switch next to this trooper to open the hatch leading to Transit Tunnel P70.

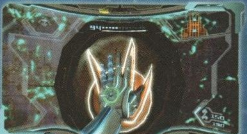
Transit Tunnel P70



Press ⓐ for Logbook.

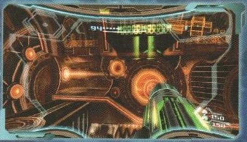
Space Pirate data decoded.
Entry: (Mistress Gandrayda)
Data moved to Logbook for review.

Enter Transit Tunnel P70 and drop to the area below the tracks. Scan the round display to download the "Mistress Gandrayda" Lore entry.



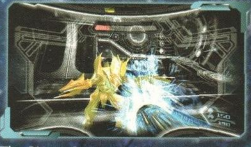
While in the tunnel's lower level, interact with this red hand-shaped switch to open the door to Transit Station Leviathan. Hop up to the track level and enter the open doorway.

Transit Station Leviathan

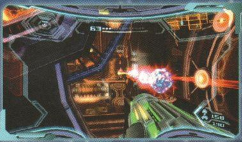


Turn to the ramp on the right side of the tracks in Transit Station Leviathan and follow it to an upper-level ledge. Jump over to the platform at the center of the station, then leap to the nearby Grab Ledge. As you reach the top of the ledge, the Pirate Commander appears and pushes you off, knocking you down onto the station floor.

Boss Battle: Pirate Commander



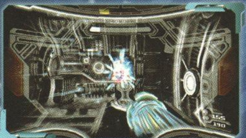
The Pirate Commander isn't alone. He attacks with four Commando Pirates at his side. Confront the Commando Pirates first. They're easier to kill, and if you ignore them, they're capable of inflicting heavy damage. Stay near the center of the station where it's easiest to maneuver, and engage Hypermode. Try to finish off all four Commando Pirates with one Hypermode session—Hyper Missiles are your best option. If your Hypermode expires before they're all dead, use Ice Missiles and charged shots from your Nova Beam to finish off any survivors.



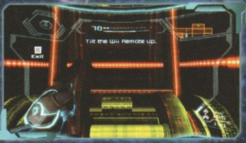
When all the Commando Pirates are down, take cover near one of the side ramps, using the walls for cover. Sidestep in and out of cover while trading shots with the Pirate Commander. Your Nova Beam has little impact on the Pirate Commander's red Phazite armor.

CAUTION

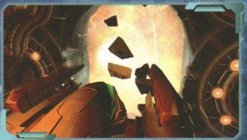
Frustrated by your dodging skills, the Pirate Commander may attempt to teleport next to you and land a melee attack. Whenever the Pirate Commander disappears in a white ball of light, he's teleporting. Take this as your cue to move! If you stand in one spot, he'll appear next to you and strike with devastating results.



Keep your distance from the Pirate Commander at all times. This makes it easier to dodge his projectile attacks. Once you're comfortable with your position, engage Hypermode and begin launching Hyper Missiles as fast as you can. This is the best way to knock away his armor. When his armor's gone, all it takes is a few Phazon blasts to finish him off. Killing the Pirate Commander earns you a gold credit.



The Demolition Troopers enter the station immediately after the Pirate Commander falls. Once again, jump to the center platform then up to the Grab Ledge. Interact with this switch on the upper platform to open the hatch in the station's ceiling.



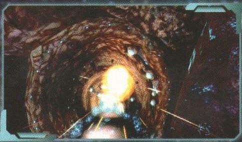
Activate your Command Visor and order your Gunship to attack the door blocking the tunnel to the Seed. Your Gunship descends through the opening in the roof and fires a volley of missiles at the door, opening a path to the Seed. After your ship lands, hop inside and save your game. Then set a course for the Pirate Homeworld Seed.

Pirate Homeworld–Seed

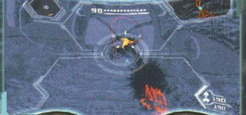
SEED RESEARCH & CREDITS

GOT IT?	LOCATION	SCAN/ACTION	CREDIT	GOT IT?	LOCATION	SCAN/ACTION	CREDIT
✓	Leviathan Core	Omega Ridley	Red	✓	Leviathan Core	Defeat Omega Ridley	Gold

Destroy the Leviathan Seed

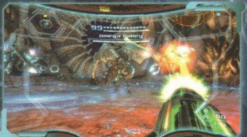


Hop across the three round platforms in Landing Site Delta, moving toward the Core Access doorway. On the third platform, Screw Attack across the gap to reach the ledge in front of the door.



In the Core Access corridor, your path is blocked by a large tentacle growing out of the floor. Activate your X-Ray Visor to locate the tentacle's interior weak spot. Shoot the orange area with your Nova Beam to instantly kill the tentacle; it crumbles. Use the same tactic against the next tentacle in the passage. Once you reach the Leviathan Core, drop to the floor to trigger the arrival of Omega Ridley.

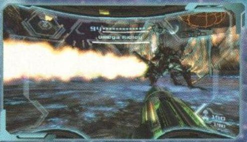
Boss Battle: Omega Ridley



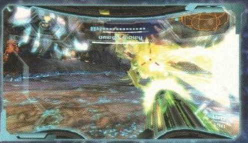
Stay on the move and dodge Omega Ridley's attacks. Early on he spits round plasma-based fireballs. These fireballs have limited tracking ability, so a simple dodge might not be enough. Instead, shoot the slow-moving fireballs. When they explode, they leave behind a health power-up.

CAUTION

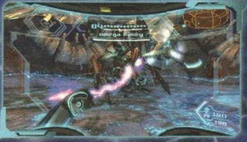
When Ridley jumps, prepare to space jump over the ring of energy that expands from his landing spot.



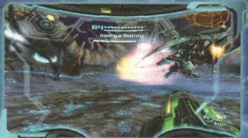
During this flamethrower-like attack, Omega Ridley spits a large solid stream of plasma, panning it in a wide arc across the room's floor. Space jump laterally over this surprisingly high wall of fire.



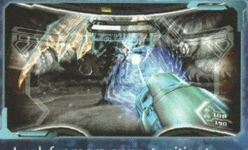
Just as Omega Ridley begins the flamethrower attack, shoot him in the mouth as many times as possible—he flashes yellow when you score a hit. If you hit him enough times, he recoils.



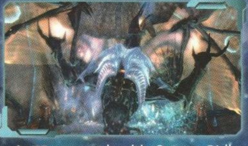
While Omega Ridley is dazed, rush forward and use your Grapple Lasso to pull open the armor over his torso. He raises up on his hind legs, revealing a glowing red orb on his chest that emits Phazon energy. Quickly engage Hypermode and hit this spot with Phazon blasts and Hyper Missiles before Omega Ridley's armor closes.



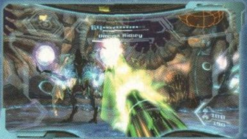
Shortly after taking damage, Omega Ridley adds a new charging attack to his routine. Begin strafing right or left as he spreads his wings wide—in a split second he'll launch himself toward you like a missile. As long as you're moving laterally before he takes off, you can dodge this attack.



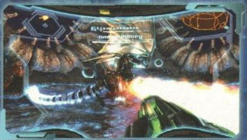
Look for more opportunities to stun Omega Ridley and tear open his armor. Try to score a hit on his chest with a Hyper Missile to inflict some heavy damage.



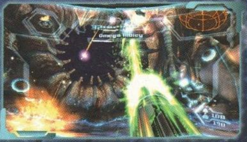
At 75 percent health, Omega Ridley generates new Phazite armor to protect his torso. You can penetrate this new armor with your Nova Beam, targeting the heart directly.



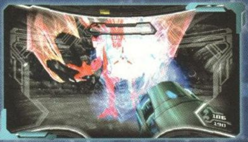
When Omega Ridley raises two purple orbs, destroy both orbs to stun him. While he's stunned, activate your X-Ray Visor to view the weak points. Two orange internal joints on the armor's sides show up, as does Omega Ridley's heart. You want to remove the armor so you can deploy your Phazon-based weapons, so target the joints in the armor.



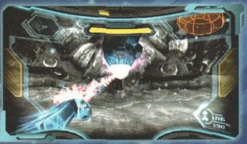
Get ready to jump some more as Omega Ridley initiates this spinning attack. Space jump over the fire and don't forget to hop over his tail. Dodge this attack and others while looking for opportunities to destroy the internal joints in the Phazite armor.



After you destroy Omega Ridley's Phazite armor, he takes to the sky. Keep an eye on him and dodge the incoming plasma bombs. He drops them in a straight line, so you can usually dodge them by strafing or space jumping laterally.



With the armor removed, the cardiac region of Omega Ridley's torso is completely exposed. When he raises up on his hind legs, engage Hypermode and fire multiple Hyper Missiles at his heart. If you're having a hard time scoring hits with missiles, target the heart with Phazon blasts. Either way, you're seconds away from scoring the kill and earning a gold credit.

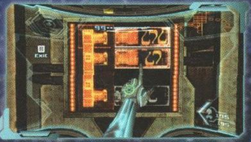


Grab the Hyper Grapple suit upgrade in the center of the room. This functions much like the Grapple Voltage, but now you can send Phazon energy when attached to an object. On cue, two large growths emerge from the mouth-like openings in the cavern. While in Hypermode, attach to the white node at the end of the growth and push ○ to send a fatal dose of Phazon energy into it until it explodes. Destroy the second growth in the same fashion.

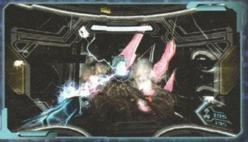
The destruction of the growths triggers the appearance of the Seed. As with the previous Seeds, press Ⓐ to release a massive blast of Phazon energy to rupture and kill the Seed. Once Samus has destroyed the Seed, she automatically returns to her ship and enters orbit above the Pirate Homeworld. Aurora Unit 217 has tracked the origin of the Leviathan attacks to a single location where Dark Samus and her pirate force are stationed. Set a course for the Command Center.

Pirate Homeworld—Command Center

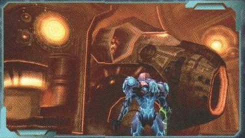
Open Wormhole for Federation Fleet



The Pirate Homeworld's Command Center is now partially occupied by Federation forces. The warp site leading to the Leviathan battleship is accessible via Transit Station 2-A. Return to the Command Station to access this area. At the Lift Hub, take the lift to the second floor. From there, advance through the Security Air Lock and the Defense Access corridor to reach the Command Station.

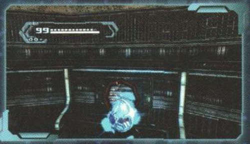


In the Command Station, turn toward this purple alien growth blocking the passage to Transit Station 2-A. Instead of shooting it, enter Hypermode and use your Hyper Grapple to overload the entity with Phazon energy and blow it up.

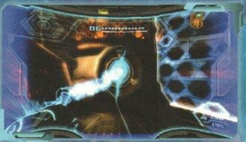


Enter Transit Station 2-A and interact with the terminal to call the train—press the red hand-shaped switch. Climb aboard the train and interact with its controls to get it rolling toward Transit Station 2-B.

Leviathan Access Portal

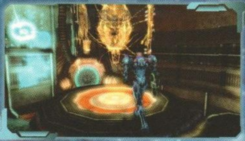


Just off Transit Station 2-B is the Leviathan Access Portal. From the doorway, turn right and climb the ramp to the area behind the portal. Locate a grating along the outer wall and use a Morph Ball bomb to access the tunnel beyond.

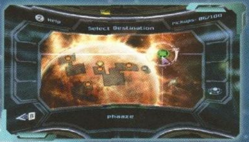


Roll through the tunnel to reach this shielded compartment behind the portal. Turn to the terminal controlling the energy field and drain power from it using your Grapple Voltage. This lowers the energy field surrounding the portal, but not the nearby energy field in this passage. Backtrack through the Morph Ball tunnel to return to the main chamber. Climb the ramp and step inside the hologram at the center of the portal to warp to the Leviathan battleship.

Leviathan Battleship



You emerge in front of the Leviathan battleship's control terminal. Interact with the terminal to upload the Leviathan Code you retrieved on the *GFS Valhalla*. This allows the Federation to take control of the battleship and open a wormhole to Phaaze.



Return to the Command Center through the Leviathan portal, then backtrack to your Gunship at Landing Site Bravo. If you're ready for the final confrontation, set a course for Phaaze. Once you plot this course, there's no turning back.

A Completist's Guide to the Pirate Homeworld

Before heading to Phaaze, take stock of your pick-ups and ensure you have everything you want. If you have fewer than 100 pick-ups, now is the time to backtrack and retrieve them if you want to see the complete ending. Here's a quick rundown of the remaining pick-ups and credits on the Pirate Homeworld:

REMAINING PICKUPS, CREDITS, AND SCANS ON THE PIRATE HOMEWORLD

GOT IT?	AREA	LOCATION	PICKUP/CREDIT	DETAILS
✓	Research Facility	Proving Grounds	Gold	Defeat Red Phaazoid.
✓	Research Facility	Metroid Creche	Gold	Defeat Red Phaazoid.
✓	Research Facility	Scrapworks	Gunship Missile Expansion 8	In the middle of the half-pipe in the Morph Ball tunnel. Use the Spider Ball Track and bomb-jumps to reach it.
✓	Research Facility	Processing Access	Gunship Missile Expansion 9	Use the X-Ray Visor and shoot the Phazite panel to reveal Wall Jump slabs. At the top, shoot the containment field with a missile.
✓	Command Center	Transit Station 0204	Gold	Defeat Red Phaazoid.
✓	Mining Site	Phazon Harvesting	Gold	Defeat Red Phaazoid.

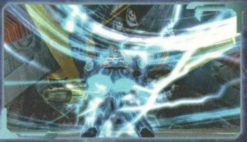
Phaaze

PHAAZE RESEARCH & CREDITS

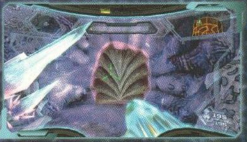
GOT IT?	LOCATION	SCAN/ACTION	CREDIT	GOT IT?	LOCATION	SCAN/ACTION	CREDIT
☑	Landing Site	Phaaze Door	Research	☑	Sanctum	Dark Samus	Red
☑	Entry Canyon	Jelsac	Red	☑	Sanctum	Repulse Dark Samus	Gold
☑	Cavern Alpha	Phazon Shriekbat	Red	☑	Sanctum	Aurora Unit 313	Red
☑	Drop Shaft	Tangle Weed	Red	☑	Sanctum	Aurora Unit 313 (Head)	Red
☑	Hatcher Shaft	Black Phazon Crystals	Research	☑	Sanctum	Defeat Aurora Unit 313	Gold
☑	Genesis Chamber	Leviathan Infant	Red				

Confront Dark Samus

Landing Site



Soon after stepping onto the alien world's surface, Samus is struck by a massive surge in Phazon energy. When prompted, quickly press Ⓐ to vent all of your Energy Tanks to prevent total corruption. Samus is now in a permanent Hypermode.

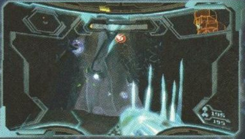


Notice the Phazon meter at the top of the screen—it's now empty. Continued exposure to the planet's atmosphere and taking damage fills this yellow meter up, indicating potentially fatal levels of Phazon. You must find Dark Samus before the internal Phazon energy reaches this critical level. Pass through the doorway ahead into the Entry Canyon.

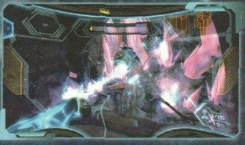
NOTE

While you're in this new form of Hypermode, firing Phazon blasts does not decrease Phazon levels. However, any health power-ups acquired after killing enemies lower Phazon levels slightly. Still, you must move through this world quickly. Think of the yellow Phazon meter as a timer—the more it fills up, the less time you have.

Entry Canyon

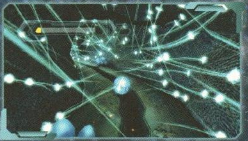


From a distance, scan and engage the Jelsacs floating above the Entry Canyon. If you get too close, they explode, which raises your internal Phazon levels. Farther down the passage, four Phazon Hoppers drop from the ceiling. Try to avoid contact with these creatures while striking them with Hyper Missiles—one hit does it.

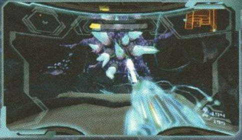


Next, move toward this large alien growth blocking the path. Using your Hyper Grapple, overload the growth with Phazon energy until it explodes. Drop down the shaft at the end of the passage.

Cavern Alpha

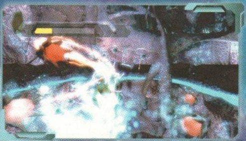


Pass through the door at the bottom of the shaft and change to Morph Ball form to roll beneath these strands of Phazon. If you try to pass through while upright, you'll get stuck and your Phazon levels will climb.

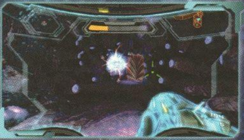


When you reach this cluster of large crystals, hit it with a Hyper Missile to open a path. You run into a few Phaze-Ings in the next passage. Finish them off as quickly as possible, then press forward.

Cavern Beta Access

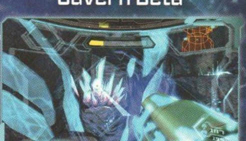


Roll into the Morph Ball tunnel at the Cavern Beta Access chamber to access this side-scrolling cavern. Hold down Ⓐ to activate your Hyper Ball, using it to destroy the crystal growths blocking the tunnel.

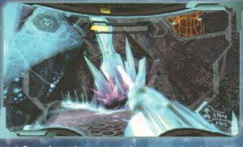


At the end of this Morph Ball tunnel, look for this Phazon Puffer floating in the next passage—don't shoot! Phazon Puffers absorb Phazon from their surroundings, using it to charge up their own attacks. Move toward the Phazon Puffer until it begins pulsating. Notice how your Phazon meter drops. Let it absorb as much Phazon as possible, then slip past to enter Cavern Beta.

Cavern Beta

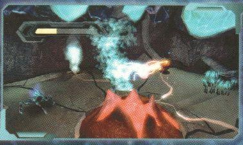


Cavern Beta is filled with Jelsacs and Phazon Metroids. Use Phazon blasts and Hyper Missiles to clear a path along the cavern's perimeter ledge. When you reach a dead end on the ledge, turn right to locate these hardened Phazon crystals on the opposite side of the cavern. Hit them with a Hyper Missile, then space jump across the shaft to reach the newly exposed ledge.

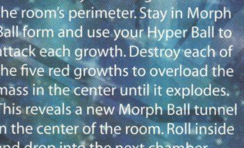


After landing on the new ledge, turn left and follow the path. Once again, clear a path through the Jelsacs and Phazon Metroids before rushing ahead. When they're down, approach this crystal growth and hit it with a Hyper Missile to reveal the doorway leading into the Drop Shaft.

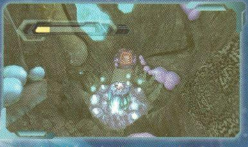
Drop Shaft



Roll into the Morph Ball tunnel to enter the first Drop Shaft chamber. A large Phazon mass in the center dominates this round room; the mass is fed by five red growths on the room's perimeter. Stay in Morph Ball form and use your Hyper Ball to attack each growth. Destroy each of the five red growths to overload the mass in the center until it explodes. This reveals a new Morph Ball tunnel in the center of the room. Roll inside and drop into the next chamber.

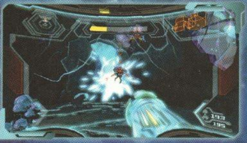


Repeat the same process through the next two chambers. The third chamber is occupied by another Phazon Puffer. Use this creature to siphon off some of your Phazon before you drop through the tunnel in the center of the room.

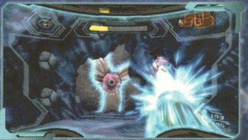


You land inside the mouth of an alien creature at the bottom of the shaft. Immediately activate your Hyper Ball to kill the creature and escape. Once free, rush through the door to enter the Metroid Cavern.

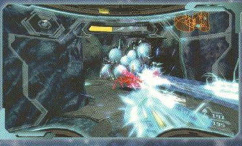
Metroid Cavern



The Metroid Cavern is filled with Phazon Metroids. Quickly drop off the entry ledge, down into the central area of the room where there's more space to maneuver. Circle-strafe around the cavern while firing at the Phazon Metroids hovering above.

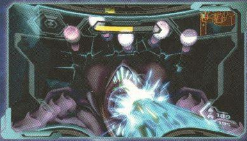


When the Phazon Metroids are defeated, turn to this organic barrier blocking the next passage. A optical device pops out of the wall next to the barrier—this is the weak spot. Shoot the optical appendage wherever it pops up. After you score a few hits, the barrier explodes.

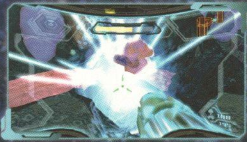


In the next passage, several Phazon Hoppers drop from the ceiling. Engage these quick-moving creatures with Hyper Missiles. Eliminating all the Phazon Hoppers ruptures the Phazon mass blocking the next passage, and three Phaze-Ings emerge. Backpedal as necessary to keep your distance from these entities. After you defeat them, move through the next doorway to enter the Hatcher Shaft. Descend the shaft.

Hatcher Shaft & Tunnel

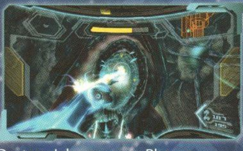


Midway down the Hatcher Shaft, you're grabbed by this large creature. Shoot it in the mouth to overload and blow up the five antennae on its head. The creature drops you once all five antennae are finally destroyed. Enter the door at the bottom of the shaft to access the Hatcher Tunnel.

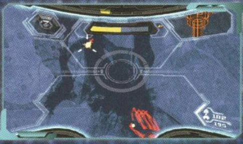


More Phazon Metroids occupy the upper level of the Hatcher Tunnel. Clear a path or slip past. Beyond the Phazon Metroids, shoot one of the red hardened Phazon panels in the ground with a Hyper Missile and drop through the hole. The door at the bottom of the shaft leads to the Genesis Chamber.

Genesis Chamber



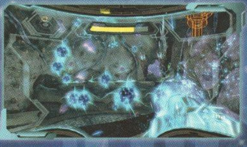
Destroy Jelsacs or any Phazon Metroids that get too close, then examine the Leviathan womb, suspended from the chamber's ceiling—a Leviathan Infant swims around inside. Use your Grapple Lasso to tear away the membranes on each side of the womb.



Next, target the Leviathan Infant inside the womb. The Leviathan Infant swims from one side of the womb to the other, requiring you to circle around the womb. If you lose sight of the Leviathan infant, activate your X-Ray Visor.

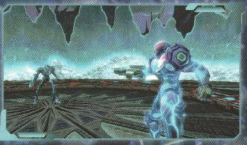
CAUTION

Phazon Metroids and Jelsacs continually appear in the Genesis Chamber as you try to kill the Leviathan Infant. Be aware of your surroundings at all times and engage any hostiles that get too close for comfort. But don't let these creatures distract you too much. If you waste too much time engaging them, your Phazon levels will climb to a critical level.

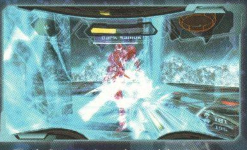


Keep hitting the Leviathan Infant until the womb explodes. The womb leaves behind several health power-ups. Hold down Ⓐ to draw them toward you; they reduce your Phazon meter significantly. Afterward, drop through the shaft where the womb was to enter the Sanctum.

Boss Battle: Dark Samus



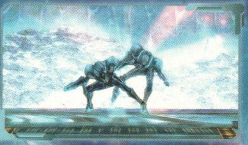
Dark Samus finally reveals herself in the Sanctum. It's up to you to stop her and avenge Rundas, Ghor, and Gandrayda. Start off by scanning Dark Samus for your Log Book.



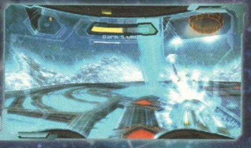
Dark Samus is vulnerable to Phazon attacks. Take an aggressive stance early and charge forward while firing Phazon blasts. If you get close, hit her with a Hyper Missile to inflict some heavy damage. But avoid getting too close, or else Dark Samus retaliates by conjuring this expanding wall of Phazon energy.

CAUTION

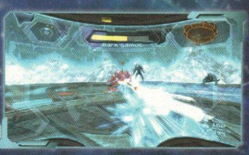
When Dark Samus hovers above the room and her health bar turns red, she's absorbing Phazon energy from the planet, slowly restoring her health. Hit her repeatedly with Hyper Missiles to prevent her from recovering all of her health.



Later on, Dark Samus conjures a facsimile of herself called Dark Echo. This entity serves as a decoy. Use the X-Ray Visor to distinguish between the two: Dark Samus will give off an energy signature with the visor equipped. Dark Echo is far less durable and explodes after taking only a few hits. After you destroy a few Dark Echoes, Dark Samus conjures two at a time, giving you three targets to engage.

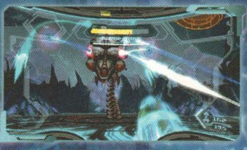


If Dark Samus starts firing white pulses of energy into the air, be ready to move. These energy pulses slam into the ground with devastating results. Space jump while moving laterally to avoid the explosive blasts. If possible, try to score a Hyper Missile hit while she's firing these pulses—it's one of the few times she's standing still.

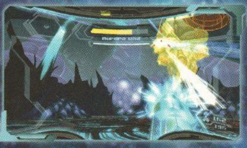


Wait until Dark Samus begins somersaulting and conjuring more Dark Echoes to resume your assault. Once her health meter is empty, she falls backward and any remaining Dark Echoes vanish. Repulsing Dark Samus earns you a gold credit—but she's not finished yet. Rising above Dark Samus is a massive Aurora Unit. It emits a red beam and absorbs Dark Samus within its brain-like body. Hopefully your Phazon levels are low, because you have another boss to fight.

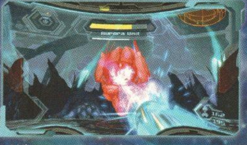
Boss Battle: Aurora Unit 313



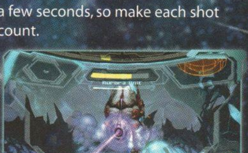
Scan the Aurora Unit for your Log Book, then immediately target the tentacle-like appendages swinging from the red sockets in its head. Target the round glowing ends of the tentacles to destroy them.



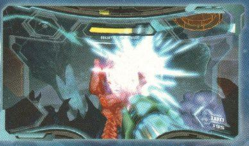
Once a tentacle is destroyed, its socket emits a yellow glow for a few seconds. Hit this spot as many times as possible to stun the Aurora Unit.



When stunned, the AU swings wildly, eventually dropping its head down onto the ground. Rush over to its head and use your Grapple Lasso to open this hatch to reveal the AU's weak spot. Hit this spot repeatedly with Phazon blasts and Hyper Missiles. The AU closes the hatch after a few seconds, so make each shot count.



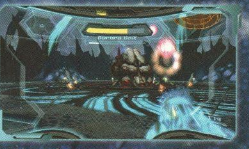
Once it recovers, the AU retaliates with a projectile attack of its own. Dodge or space jump over this purple beam as it approaches. Stay away from the purple energy ring around the AU during this attack sequence.



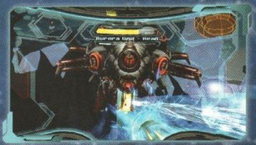
Return to shooting the AU's tentacles and sockets to stun it, then rip open the hatch on its head to expose its weakness. Wait until the AU's head dangles (facing downward) in front of you, then fire a volley of Hyper Missiles at the sweet spot. One hit reduces the AU's health by approximately 20 percent. As the head swings more wildly, follow up with Phazon blasts.

CAUTION

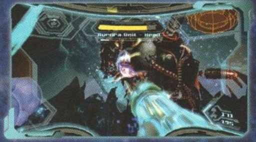
If you die during the Aurora 313 battle, you resume your game prior to the fight with Dark Samus. Scan the room for health power-ups to lower your Phazon levels. Even if you don't see any, hold down Ⓐ [charged shot] to draw them toward you.



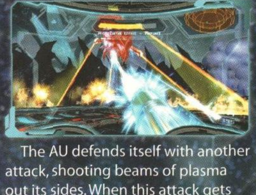
When the AU's health has dropped below 50 percent, it drops its head to the floor and activates these mortar tubes at the center of the room. These vertically fire red energy balls that come crashing down into the floor. Space jump to avoid the explosive impacts, or shoot the red energy balls to destroy them.



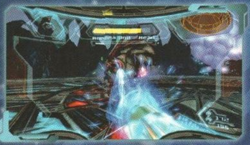
Keep hitting the AU's weak spot on the top of its head until its health meter is completely depleted. At this point, the spinal column connected to the AU's head explodes. Now that it's detached, the Aurora Unit's head is much more maneuverable. It also has a few new attacks. When it shoots a large energy beam downward, a large purple ring of energy expands outward. Be ready to space jump over it. If you watch closely, you can see a small metal cylinder descend from the underside of the AU's head prior to the launch of this attack. Shoot this cylinder to stun the head.



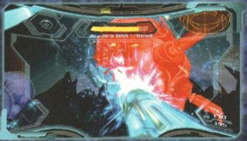
While the AU is stunned, circle around behind it and target the glowing purple socket where its spinal column was previously attached—this is the new weak spot. Try to land multiple Hyper Missile hits on this spot before the AU recovers.



The AU defends itself with another attack, shooting beams of plasma out its sides. When this attack gets underway, rush directly beneath the AU, where it can't hit you. While shadowing the AU's movements, try to score some hits on the purple weak spot.



You can even hit the AU's sweet spot during its spinning charging attack—but be ready to move out of the way. During this attack, the AU's head drops to the floor and spins, charging directly at you. While moving, keep shooting the AU's head. As it spins, you're bound to score a few hits on the exposed weak spot.



If you cause enough damage during the spinning attack, the AU will be stunned.

Use this opportunity to unload Hyper Missiles on the weak spot until the AU's health is depleted. Killing Aurora Unit 313 earns you one final gold credit and at last completes Samus's hard-fought mission.

NOTE

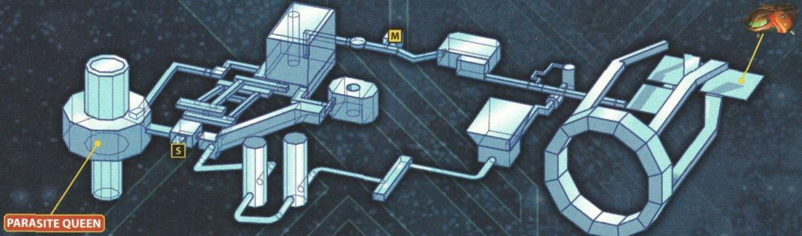
Congratulations, you've beaten *Metroid Prime 3: Corruption*! The ending you see varies depending on how many extras you acquired throughout the game, such as Energy Tanks and Missile Expansions—see the "Maps, Checklists, and Extras" chapter that follows for complete details!

MAPS, CHECKLISTS, & EXTRAS

Use the following checklists to keep track of your progress in recording Log Book scans and collecting valuable pick-ups throughout each game. Following the checklists is a complete breakdown of *Metroid Prime: Trilogy*'s secrets and extras.

Metroid Prime Maps & Checklists

Space Pirate Frigate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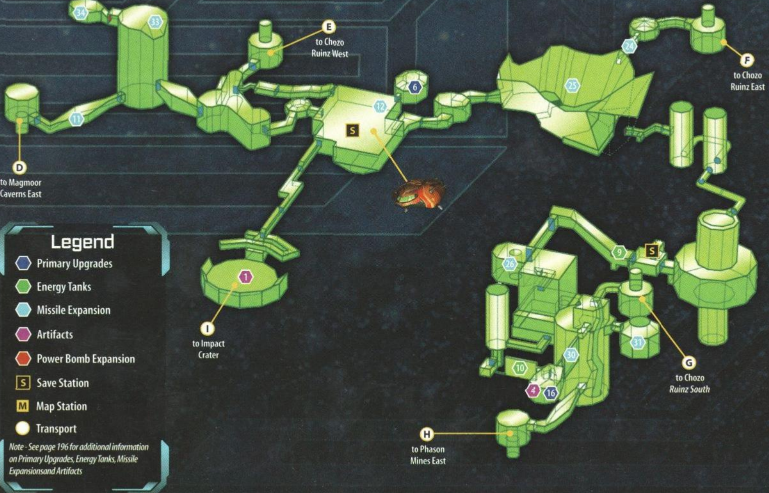
Tallon Overworld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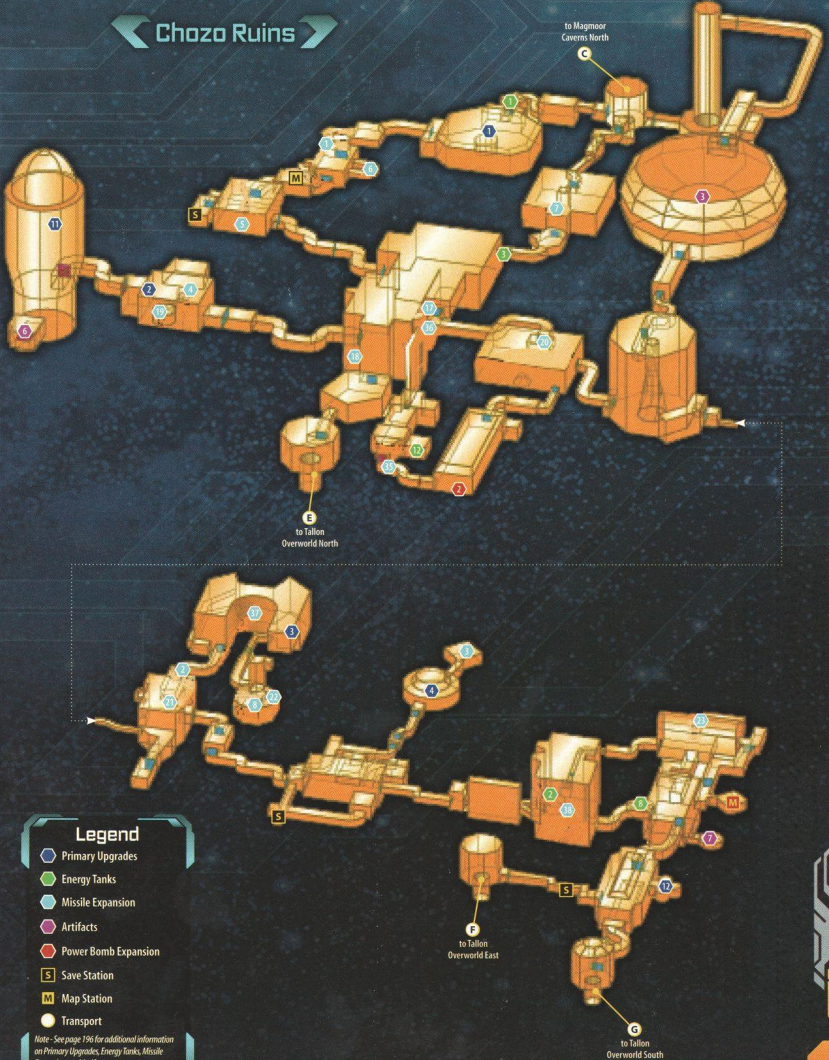
Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Artifacts
- ⬢ Power Bomb Expansion
- S Save Station
- M Map Station
- ○ Transport

Note - See page 196 for additional information on Primary Upgrades, Energy Tanks, Missile Expansionsand Artifacts

Chozo Ruins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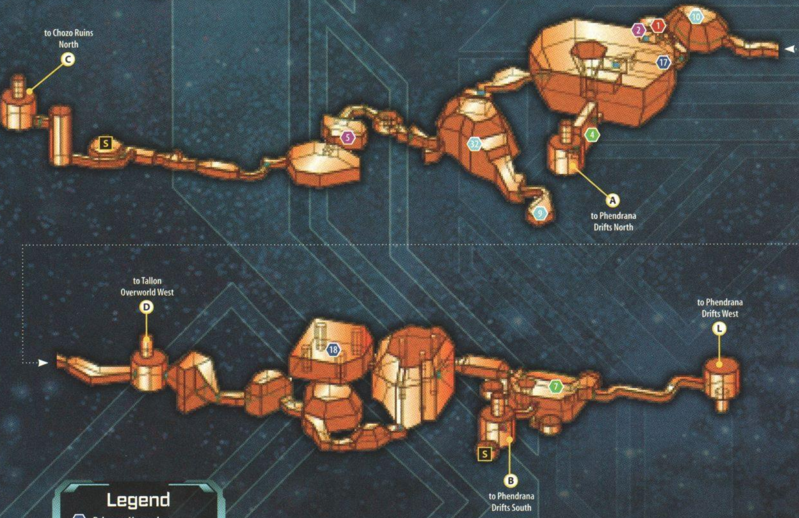
Magmoor Caverns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Legend

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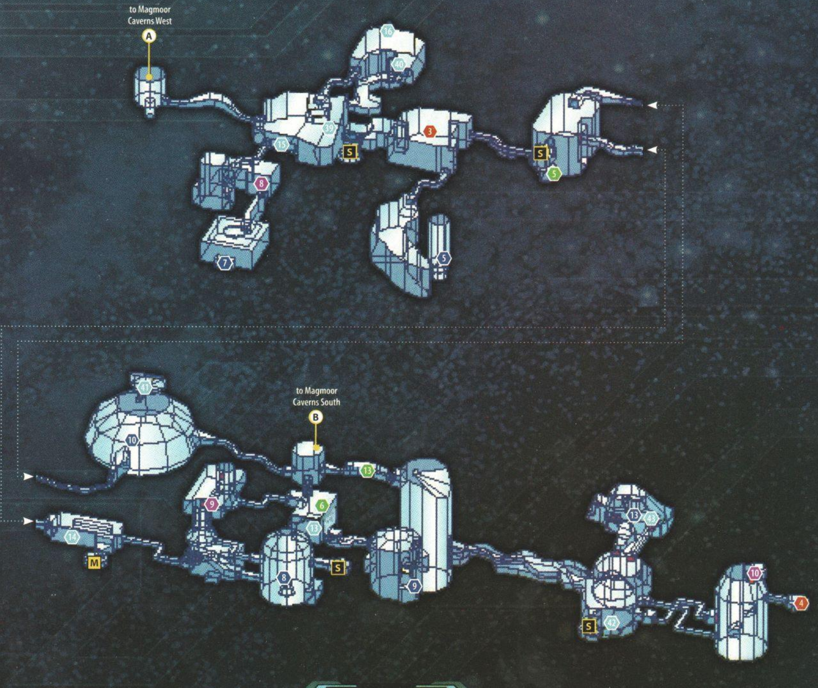
- M Map Station
- ○ Transport

Note - See page 196 for additional information on Primary Upgrades, Energy Tanks, Missile Expansionsand Artifacts

Phendrana Drifts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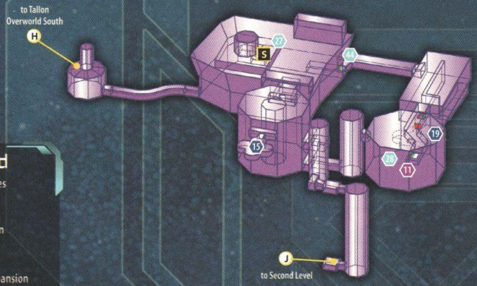
9
13
43
10
4
S
42

Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Artifacts
- ⬢ Power Bomb Expansion
- S Save Station
- M Map Station
- ● Transport

Note - See page 196 for additional information on Primary Upgrades, Energy Tanks, Missile Expansionsand Artifacts

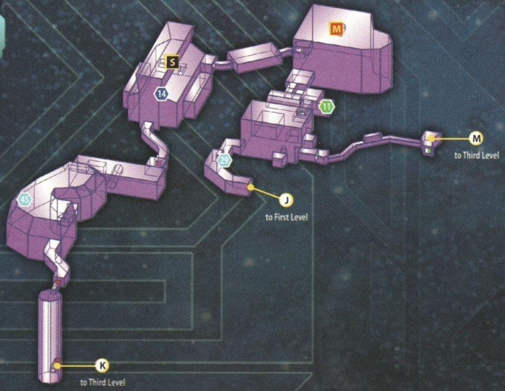
Phazon Mines


to Tallon Overworld South
H
27
S
44
15
19
28
11
J
to Second Level

Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Artifacts
- ⬢ Power Bomb Expansion
- S Save Station
- M Map Station
- ○ Transport

Note - See page 196 for additional information on Primary Upgrades, Energy Tanks, Missile Expansionsand Artifacts


M
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11
29
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to Third Level
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to First Level
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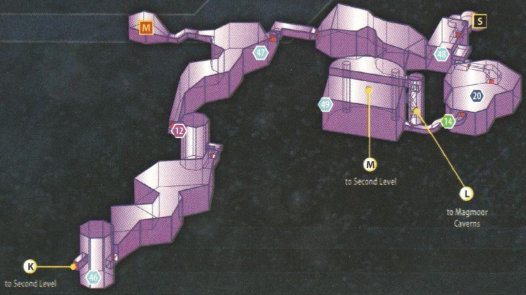
to Third Level


M
S
47
48
49
20
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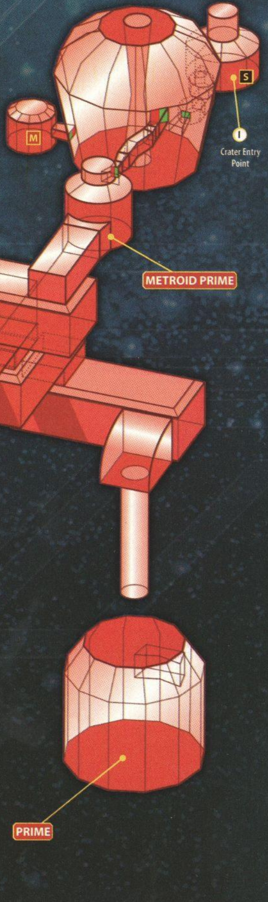
14
M
to Second Level
L
to Magmoor Caverns
K
to Second Level
46

Impact Crater

Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Artifacts
- ⬢ Power Bomb Expansion
- S Save Station
- M Map Station
- ○ Transport

Note - See page 196 for additional information on Primary Upgrades, Energy Tanks, Missile Expansionsand Artifacts


S
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Crater Entry Point
METROID PRIME
PRIME

PRIMARY UPGRADES

GOT IT?	#	UPGRADE	WORLD	ROOM
☑	1	Missile Launcher	Chozo Ruins	Hive Totem
☑	2	Morph Ball	Chozo Ruins	Ruined Shrine
☑	3	Charge Beam	Chozo Ruins	Watery Hall
☑	4	Morph Ball Bomb	Chozo Ruins	Burn Dome
☑	5	Boost Ball	Phendrana Drifts	Phendrana Canyon
☑	6	Space Jump Boots	Tallon Overworld	Alcove
☑	7	Wave Beam	Phendrana Drifts	Chapel of the Elders
☑	8	Super Missile	Phendrana Drifts	Observatory
☑	9	Thermal Visor	Phendrana Drifts	Research Core
☑	10	Spider Ball	Phendrana Drifts	Quarantine Cave
☑	11	Wavebuster	Chozo Ruins	Tower of Light
☑	12	Ice Beam	Chozo Ruins	Antechamber
☑	13	Gravity Suit	Phendrana Drifts	Gravity Chamber
☑	14	Power Bomb	Phazon Mines	Central Dynamo
☑	15	Grapple Beam	Phazon Mines	Storage Depot (off Ore Processing)
☑	16	X-Ray Visor	Tallon Overworld	Life Grove
☑	17	Ice Spreader	Magmoor Caverns	Shore Tunnel
☑	18	Plasma Beam	Magmoor Caverns	Plasma Processing (off Geothermal Core)
☑	19	Flamethrower	Phazon Mines	Storage Depot A (off of Mine Security Station)
☑	20	Phazon Suit	Phazon Mines	Elite Quarters

ARTIFACTS

GOT IT?	#	ARTIFACT	WORLD	ROOM
☑	1	Truth	Tallon Overworld	Artifact Temple
☑	2	Strength	Magmoor Caverns	Warrior Shrine
☑	3	Wild	Chozo Ruins	Sunchamber
☑	4	Chozo	Tallon Overworld	Life Grove
☑	5	Nature	Magmoor Caverns	Lava Lake
☑	6	Lifegiver	Chozo Ruins	Tower Chamber (off Tower of Light)
☑	7	World	Chozo Ruins	Elder Chamber (off Hall of Elders)
☑	8	Sun	Phendrana Drifts	Chozo Ice Temple
☑	9	Elder	Phendrana Drifts	Control Tower
☑	10	Spirit	Phendrana Drifts	Storage Cave (off Phendrana's Edge)
☑	11	Warrior	Phazon Mines	Elite Research
☑	12	Newborn	Phazon Mines	Phazon Mining Tunnel

ENERGY TANKS

GOT IT?	#	WORLD	ROOM
☑	1	Chozo Ruins	Transport Access North
☑	2	Chozo Ruins	Furnace
☑	3	Chozo Ruins	Main Plaza
☑	4	Magmoor Caverns	Transport Tunnel A
☑	5	Phendrana Drifts	Ruined Courtyard
☑	6	Phendrana Drifts	Research Lab Aether
☑	7	Magmoor Caverns	Magmoor Workstation
☑	8	Chozo Ruins	Hall of the Elders
☑	9	Tallon Overworld	Cargo Freight Lift to Deck Gamma

ENERGY TANKS [CONTINUED]

GOT IT?	#	WORLD	ROOM
✓	10	Tallon Overworld	Hydra Access Tunnel
✓	11	Phazon Mines	Ventilation Shaft
✓	12	Chozo Ruins	Training Chamber
✓	13	Phendrana Drifts	Transport Access
✓	14	Phazon Mines	Processing Center Access

MISSILE EXPANSIONS

GOT IT?	#	WORLD	ROOM
✓	1	Chozo Ruins	Ruined Gallery
✓	2	Chozo Ruins	Watery Hall Access
✓	3	Chozo Ruins	Burn Dome
✓	4	Chozo Ruins	Ruined Shrine
✓	5	Chozo Ruins	Ruined Nursery
✓	6	Chozo Ruins	Ruined Gallery
✓	7	Chozo Ruins	Vault
✓	8	Chozo Ruins	Dynamo
✓	9	Magmoor Caverns	Storage Cavern
✓	10	Magmoor Caverns	Fiery Shores
✓	11	Tallon Overworld	Transport Tunnel B
✓	12	Tallon Overworld	Landing Site
✓	13	Phendrana Drifts	Research Lab Aether
✓	14	Phendrana Drifts	Research Lab Hydra
✓	15	Phendrana Drifts	Phendrana Shorelines
✓	16	Phendrana Drifts	Ice Ruins East
✓	17	Chozo Ruins	Main Plaza
✓	18	Chozo Ruins	Main Plaza
✓	19	Chozo Ruins	Ruined Shrine
✓	20	Chozo Ruins	Ruined Fountain
✓	21	Chozo Ruins	Gathering Hall
✓	22	Chozo Ruins	Dynamo
✓	23	Chozo Ruins	Crossway
✓	24	Tallon Overworld	Overgrown Cavern
✓	25	Tallon Overworld	Frigate Crash Site
✓	26	Tallon Overworld	Biohazard Containment
✓	27	Phazon Mines	Main Quarry
✓	28	Phazon Mines	Elite Research
✓	29	Phazon Mines	Elite Control Access
✓	30	Tallon Overworld	Life Grove Tunnel
✓	31	Tallon Overworld	Great Tree Chamber

MISSILE EXPANSIONS [CONTINUED]

GOT IT?	#	WORLD	ROOM
✓	32	Magmoor Caverns	Triclops Pit
✓	33	Tallon Overworld	Root Cave
✓	34	Tallon Overworld	Arbor Chamber
✓	35	Chozo Ruins	Training Chamber Access
✓	36	Chozo Ruins	Main Plaza
✓	37	Chozo Ruins	Watery Hall
✓	38	Chozo Ruins	Furnace
✓	39	Phendrana Drifts	Phendrana Shorelines
✓	40	Phendrana Drifts	Ice Ruins East
✓	41	Phendrana Drifts	Quarantine Monitor
✓	42	Phendrana Drifts	Frost Cave
✓	43	Phendrana Drifts	Gravity Chamber
✓	44	Phazon Mines	Security Access A
✓	45	Phazon Mines	Metroid Quarantine A
✓	46	Phazon Mines	Fungal Hall Access
✓	47	Phazon Mines	Fungal Hall B
✓	48	Phazon Mines	Metroid Quarantine B
✓	49	Phazon Mines	Phazon Processing Center

POWER BOMB EXPANSIONS

GOT IT?	#	WORLD	ROOM
✓	1	Magmoor Caverns	Warrior Shrine
✓	2	Chozo Ruins	Magma Pool
✓	3	Phendrana Drifts	Ice Ruins West
✓	4	Phendrana Drifts	Security Cave (off of Phendrana's Edge)

PIRATE DATA

GOT IT?	DATA NAME	WORLD	ROOM
✓	Fall of Zebes	Space Pirate Frigate	Biohazard Containment
✓	Artifact Site	Tallon Overworld	Temple Security Station
✓	Mining Status	Phendrana Drifts	Research Lab Hydra
✓	Security Breaches	Phendrana Drifts	Research Lab Hydra
✓	Phazon Analysis	Phendrana Drifts	Research Lab Hydra
✓	Parasite Larva	Phendrana Drifts	Research Lab Hydra
✓	Glacial Wastes	Phendrana Drifts	Research Lab Hydra

PIRATE DATA [CONTINUED]

GOT IT?	DATA NAME	WORLD	ROOM
✓	Contact	Phendrana Drifts	Observatory
✓	Phazon Program	Phendrana Drifts	Observatory
✓	Meta Ridley	Phendrana Drifts	Research Lab Aether
✓	Metroid Forces	Phendrana Drifts	Research Lab Aether
✓	Metroid Morphology	Phendrana Drifts	Research Lab Aether
✓	Phazon Infusion	Phendrana Drifts	*Research Lab Aether*
✓	Metroid Studies	Phendrana Drifts	Research Lab Aether
✓	Elite Pirates	Phazon Mines	Elite Research
✓	The Hunter	Phazon Mines	Elite Control
✓	Hunter Weapons	Phazon Mines	Elite Control
✓	The Key	Phazon Mines	Elite Control
✓	Chozo Studies	Phazon Mines	Elite Control
✓	Gate Systems	Phazon Mines	Elite Control
✓	Chozo Ghosts	Phazon Mines	Elite Control
✓	Impact Crater	Phazon Mines	Elite Control
✓	Artifacts	Phazon Mines	Elite Control
✓	Omega Pirate	Phazon Mines	Omega Research
✓	Special Forces	*Phazon Mines*	Metroid Quarantine B

CHOZO LORE

GOT IT?	LORE NAME	WORLD	ROOM
✓	Beginnings	Chozo Ruins	Ruins Entrance
✓	Harmonization	Chozo Ruins	Ruined Nursery
✓	Purification	Chozo Ruins	Ruined Fountain
✓	Meteor Strike	Chozo Ruins	Watery Hall
✓	Spreading Evil	Chozo Ruins	Sun Tower
✓	Fountain	Chozo Ruins	Vault
✓	Cipher	Phendrana Drifts	Ice Ruins West
✓	Entrusted One	Phendrana Drifts	Phendrana Canyon
✓	Prophecy of Light	*Tallon Overworld*	*Artifact Temple*
✓	Contain	Tallon Overworld	Artifact Temple
✓	Great Poison	Chozo Ruins	Furnace
✓	Cradle	Chozo Ruins	Crossway
✓	Infestation	Chozo Ruins	Crossway
✓	Worm	Chozo Ruins	Crossway
✓	Shapeless	Chozo Ruins	Hall of the Elders
✓	Shining One	Chozo Ruins	Magma Pool

RESEARCH

GOT IT?	ENTRY NAME	NOTES
✓	Map Station	Scan any of the Map Stations throughout the game before you use it.
✓	Missile Ammunition	Scan any Missile Launcher ammunition dropped by enemies or found in crates.
✓	Small Energy	Scan any Small Energy dropped by enemies or found in crates. Small Energies are blue.
✓	Save Station	Scan any of the Save Stations throughout the game.
✓	Gunship	Scan Samus's ship at the Landing Site in Tallon Overworld.
✓	Large Energy	Scan any Large Energy dropped by enemies or found in crates. Large Energies are red.
✓	Missile Door Lock	Scan any door that requires a missile to open before you shoot it.
✓	Morph Ball *Slot*	Scan an active Morph Ball slot.
✓	Spinner	Scan an active Spinner to add it to your Log Book.
✓	Ultra Energy	Scan any Ultra Energy dropped by enemies or found in crates. Ultra Energies are yellow.
✓	Stalactite	Scan the Stalactites before you shoot them down to form bridges or platforms.
✓	*Tallon IV*	Scan the planet Tallon IV in Phendrana Drifts' Observatory.
✓	Zebes	Scan the planet Zebes in Phendrana Drifts' Observatory.
✓	Spider Ball Track	Scan the magnetic Spider Ball tracks once you have the Spider Ball upgrade.
✓	*Locked Door*	Locked Doors prevent you from leaving an area until you defeat an enemy within. The following doors are locked when you *first find them: entrance to the Hall of* the Elders in Chozo Ruins, the door across from the entrance to the Control Tower in Phendrana Drifts.
✓	Missile Station	Scan a Missile Station before you reload your Missile Launcher.
✓	Power Bomb Ammo	Scan a Power Bomb Ammo dropped by enemies or found in crates.
✓	Grapple Point	You must scan the Grapple Point after you get the Grapple Beam.

ENEMIES

SCANNED?	NAME	FOUND IN
✓	Parasite	Space Pirate Frigate
✓	Parasite Queen	Space Pirate Frigate (Boss)
✓	Beetle	Tallon Overworld; Chozo Ruins
✓	Blastcap	Tallon Overworld; Chozo Ruins

ENEMIES [CONTINUED]

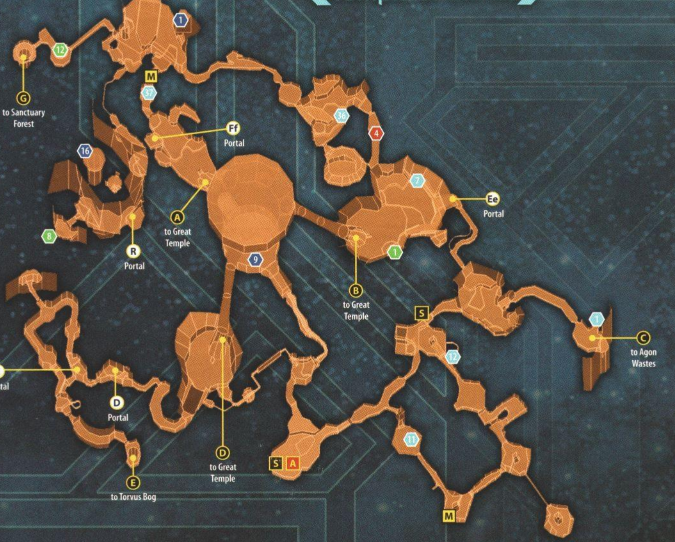
SCANNED?	NAME	FOUND IN
✓	Zoomer	Tallon Overworld; Magmoor Caverns
✓	Geemer	Tallon Overworld
✓	Sap Sac	Tallon Overworld
✓	Scarab	Chozo Ruins
✓	Eyon	Chozo Ruins
✓	War Wasp	Chozo Ruins
✓	Hive	Chozo Ruins
✓	Plazmite	Chozo Ruins
✓	Tangle Weed	Tallon Overworld; Chozo Ruins
✓	Hive Mecha	Chozo Ruins (Boss)
✓	Ram War Wasp	Chozo Ruins
✓	Plated Beetle	Chozo Ruins (Boss)
✓	Shriekbat	Chozo Ruins; Phendrana Drifts
✓	Reaper Vine	Chozo Ruins; Tallon Overworld
✓	Stone Toad	Chozo Ruins
✓	Incinerator Drone	Chozo Ruins (Boss)
✓	Barbed War Wasp	Chozo Ruins
✓	Venom Weed	Tallon Overworld; Chozo Ruins
✓	Flaahgra	Chozo Ruins (Boss)
✓	Flaahgra Tentacle	Chozo Ruins (Boss)
✓	Grizby	Magmoor Caverns
✓	Burrower	Magmoor Caverns; Phazon Mines
✓	Magmoor	Magmoor Caverns
✓	Puffer	Magmoor Caverns
✓	Triclops	Magmoor Caverns
✓	Auto Defense Turret	Magmoor Caverns; Tallon Overworld; Phendrana Drifts
✓	Crystallite	Phendrana Drifts
✓	Flickerbat	Phendrana Drifts
✓	Ice Beetle	Phendrana Drifts
✓	Scatter Bombu	Chozo Ruins; Magmoor Caverns; Phendrana Drifts; Phazon Mines
✓	Baby Sheegoth	Phendrana Drifts
✓	Ice Burrower	Phendrana Drifts
✓	Bloodflower	Tallon Overworld
✓	Seedling	Tallon Overworld
✓	Pulse Bombu	Chozo Ruins; Phendrana Drifts
✓	Ice Parasite	Phendrana Drifts

ENEMIES [CONTINUED]

SCANNED?	NAME	FOUND IN
✓	Ice Shriekbat	Phendrana Drifts
✓	Sheegoth	Phendrana Drifts (Boss)
✓	Shadow Pirate	Phendrana Drifts; Phazon Mines
✓	Space Pirate	Space Pirate Frigate; Tallon Overworld; Phendrana Drifts; Phazon Mines
✓	Sentry Drone	Phendrana Drifts; Phazon Mines
✓	Flying Pirate	Phendrana Drifts; Magmoor Caverns; Tallon Overworld
✓	Metroid	Phendrana Drifts; Phazon Mines; Impact Crater
✓	Thardus	Phendrana Drifts (Boss)
✓	Puddle Spore	Magmoor Caverns
✓	Plated Puffer	Chozo Ruins
✓	Oculus	Chozo Ruins
✓	Chozo Ghost	Chozo Ruins
✓	Hunter Metroid	Phendrana Drifts; Phazon Mines; Impact Crater
✓	Glider	Phendrana Drifts; Tallon Overworld; Phazon Mines
✓	Jelzap	Tallon Overworld; Phendrana Drifts
✓	Aqua Reaper	Tallon Overworld; Phendrana Drifts
✓	Tallon Crab	Tallon Overworld
✓	Aqua Pirate	Tallon Overworld
✓	Aqua Drone	Tallon Overworld
✓	Aqua Sac	Tallon Overworld
✓	Mega Turret	Phazon Mines
✓	Wave Trooper	Phazon Mines
✓	Power Trooper	Phazon Mines
✓	Elite Pirate	Phazon Mines
✓	Ice Trooper	Phazon Mines
✓	Plated Parasite	Magmoor Caverns; Chozo Ruins
✓	Phazon Elite	Phazon Mines
✓	Plasma Trooper	Phazon Mines
✓	Omega Pirate	Phazon Mines (Boss)
✓	Meta Ridley	Tallon Overworld (Boss)
✓	Lumigek	Impact Crater
✓	Fission Metroid	Impact Crater
✓	Metroid Prime (First Form)	Impact Crater (Boss)
✓	Metroid Prime (Second Form)	Impact Crater (Boss)

Metroid Prime 2: Echoes Maps & Checklists

Temple Grounds


1
12
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to Sanctuary Forest
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Portal
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to Great Temple
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Portal
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to Great Temple
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C
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to Great Temple
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to Torvus Bog
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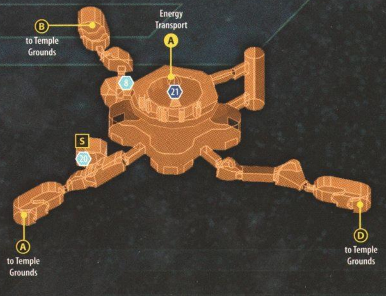
Great Temple


B
to Temple Grounds
Energy Transport
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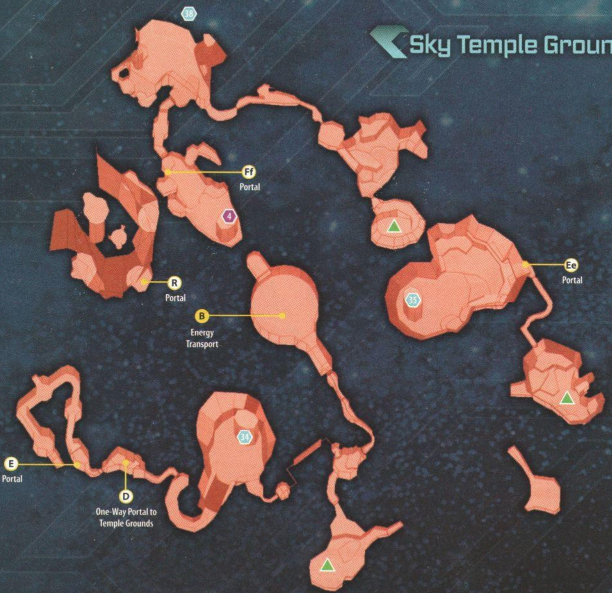
A
to Temple Grounds
D
to Temple Grounds

Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Power Bomb Expansion
- S Save Station
- M Map Station
- A Ammo Station
- ○ Elevator
- ● Portal
- ● Energy Transport (requires Light Suit)

Note - See page 207 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions and Power Bomb Expansions.

Sky Temple Grounds


38
Ff
Portal
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B
Energy Transport
Ee
Portal
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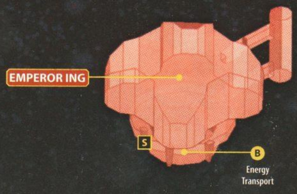
Portal
D
One-Way Portal to Temple Grounds

Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Power Bomb Expansion
- ⬢ Beam Ammo Expansion
- S Save Station
- M Map Station
- A Ammo Station
- ▲ Sky Temple Key
- ○ Elevator
- ⚪ Portal
- 🟡 Energy Transport (requires Light Suit)

Note - See page 207 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Beam Ammo Expansions and Power Bomb Expansions.

Sky Temple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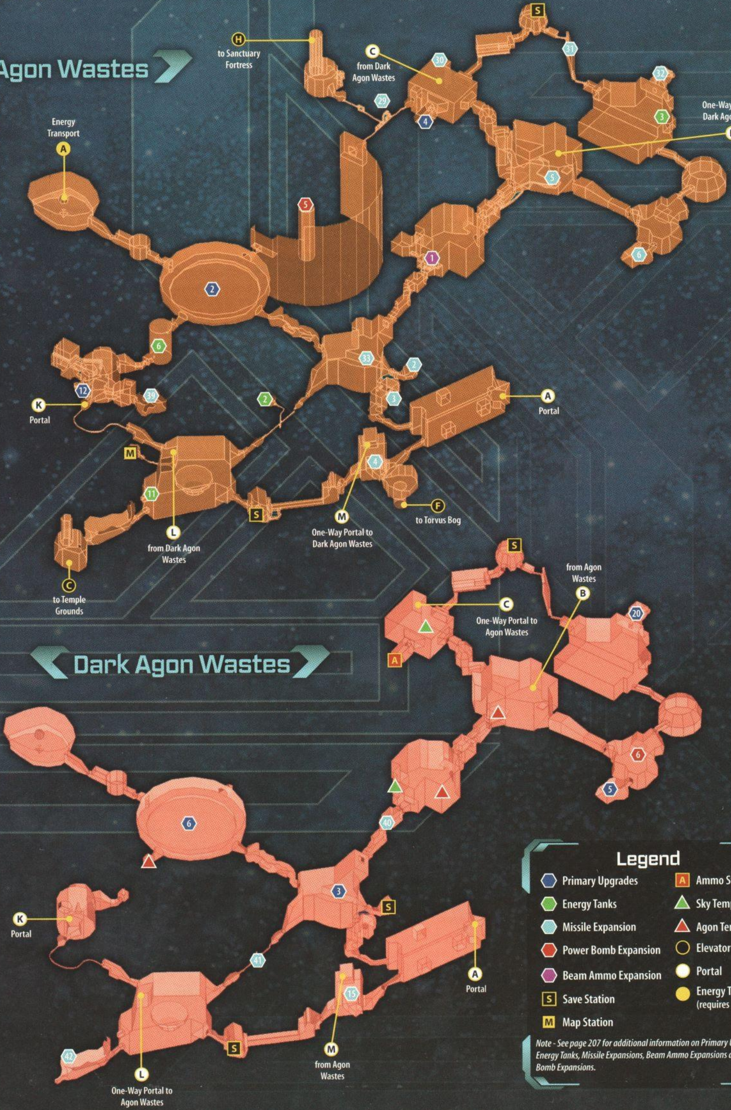
Energy Transport

Agon Wastes

Dark Agon Wastes


H
to Sanctuary Fortress
C
from Dark Agon Wastes
S
30
31
32
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3
One-Way Portal to Dark Agon Wastes
B
Energy Transport
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F
to Torvus Bog
M
One-Way Portal to Dark Agon Wastes
L
from Dark Agon Wastes
C
to Temple Grounds
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from Agon Wastes
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One-Way Portal to Agon Wastes
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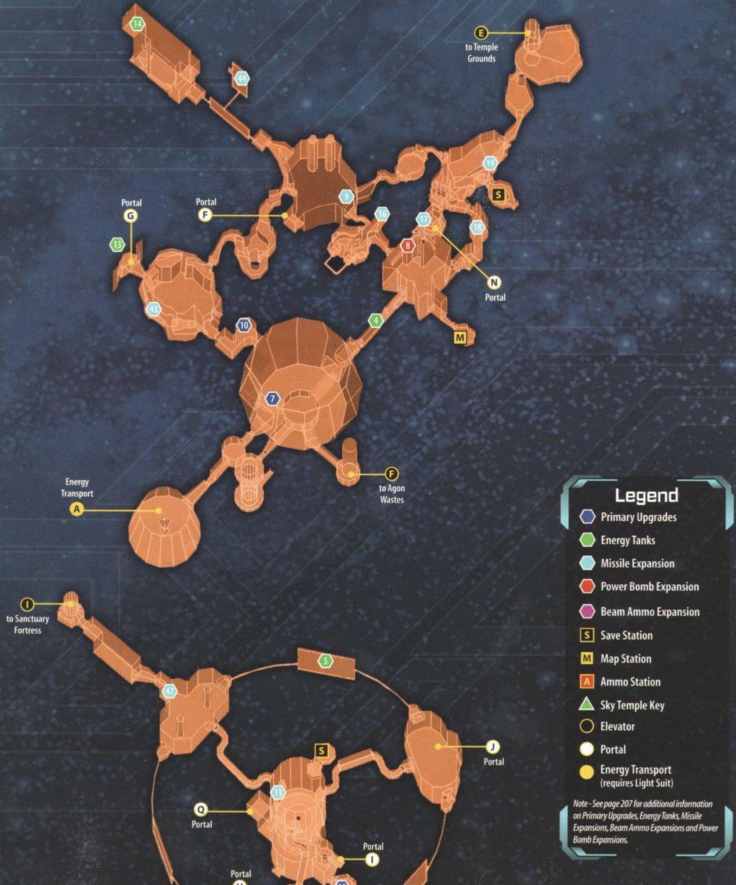
Portal
15
42
S
M
from Agon Wastes
L
One-Way Portal to Agon Wastes

Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Power Bomb Expansion
- ⬢ Beam Ammo Expansion
- S Save Station
- M Map Station
- A Ammo Station
- ▲ Sky Temple Key
- ▲ Agon Temple Key
- ○ Elevator
- ○ Portal
- ● Energy Transport (requires Light Suit)

Note - See page 207 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Beam Ammo Expansions and Power Bomb Expansions.

Torvus Bog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Energy Transport
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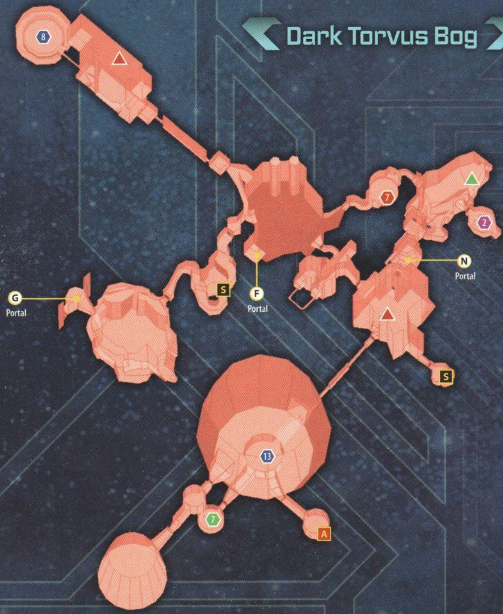
23
Legend
Primary Upgrades
Energy Tanks
Missile Expansion
Power Bomb Expansion
Beam Ammo Expansion
S Save Station
M Map Station
A Ammo Station
Sky Temple Key
Elevator
Portal
Energy Transport (requires Light Suit)

Note - See page 207 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Beam Ammo Expansions and Power Bomb Expansions.

Dark Torvus Bog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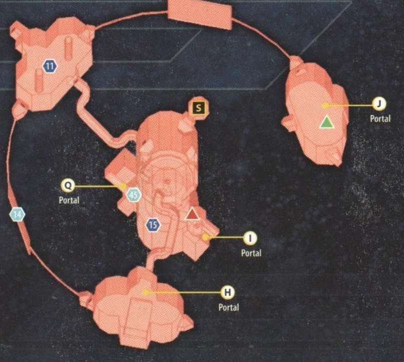
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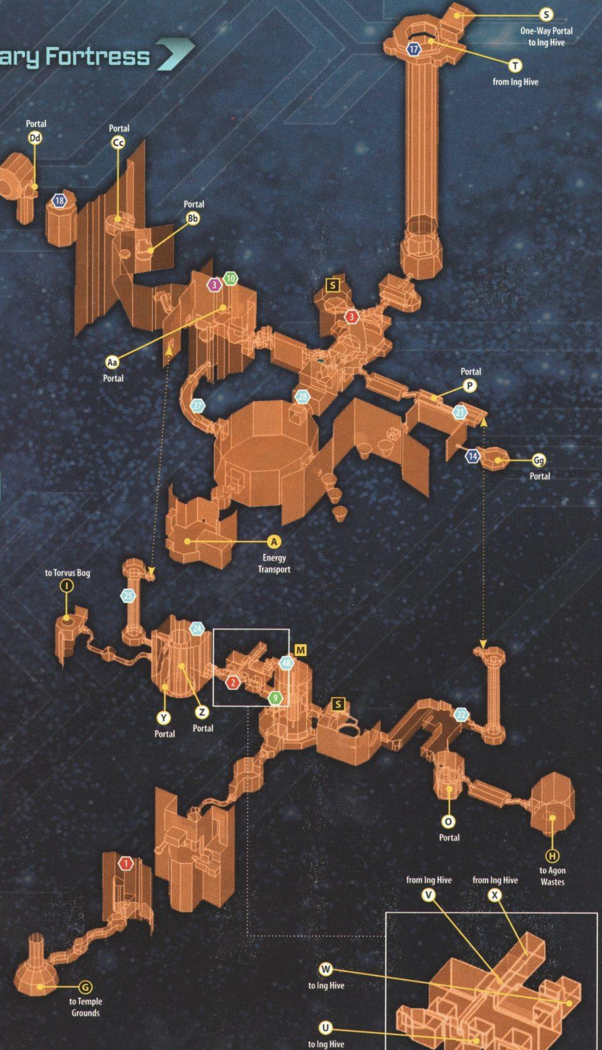
H
Portal

Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Power Bomb Expansion
- ⬢ Beam Ammo Expansion
- S Save Station
- M Map Station
- A Ammo Station
- ▲ Sky Temple Key
- ▲ Torvus Temple Key
- ○ Elevator
- ○ Portal
- ● Energy Transport (requires Light Suit)

Note - See page 207 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Beam Ammo Expansions and Power Bomb Expansions.

Sanctuary Fortress


S
One-Way Portal to Ing Hive
17
T
from Ing Hive
Portal
Dd
Portal
Cc
18
Portal
Bb
3
10
S
3
Aa
Portal
28
27
Portal
P
21
14
Gg
Portal
A
Energy Transport
to Torvus Bog
I
25
24
M
48
2
9
Y
Portal
Z
Portal
S
22
O
Portal
H
to Agon Wastes
1
G
to Temple Grounds
from Ing Hive
V
from Ing Hive
X
W
to Ing Hive
U
to Ing Hive

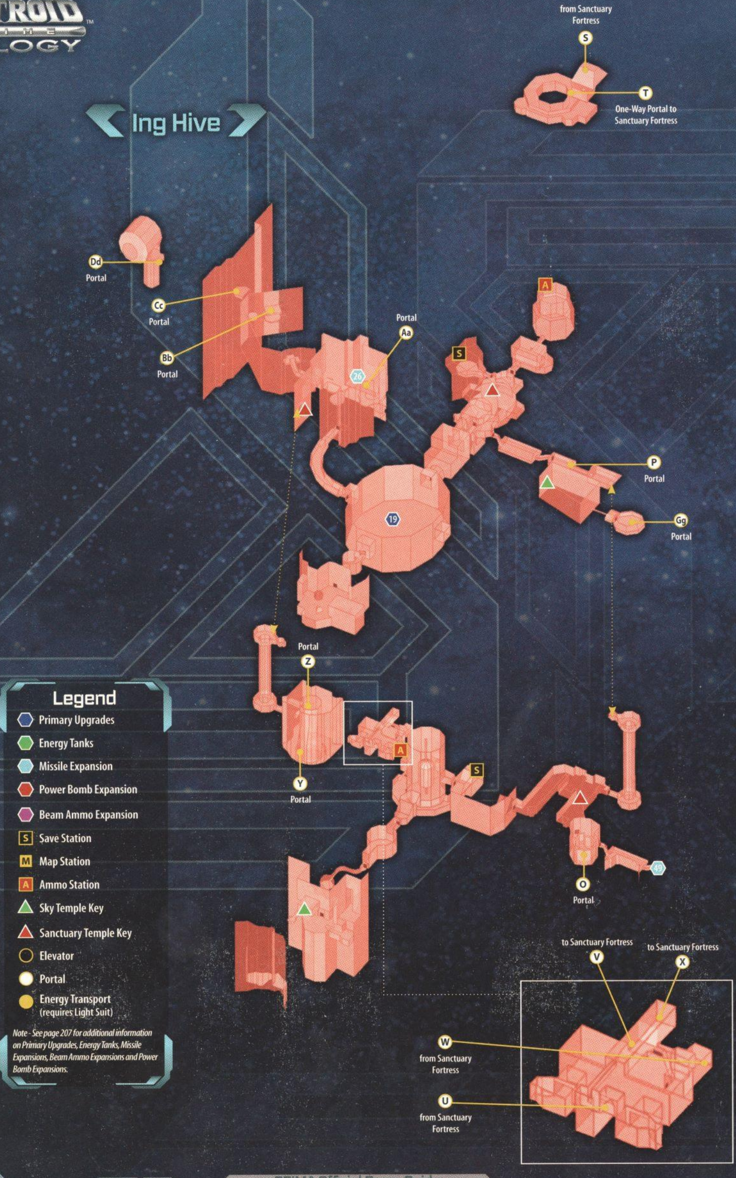
Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Power Bomb Expansion
- ⬢ Beam Ammo Expansion
- S Save Station
- M Map Station
- A Ammo Station
- ▲ Sky Temple Key
- ○ Elevator
- ● Portal
- ● Energy Transport (requires Light Suit)

Note - See page 207 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Beam Ammo Expansions and Power Bomb Expansions.

There is a group of one-way portals in Transit Station in Sanctuary Fortress. Start with callout U and work your way through.

Ing Hive


from Sanctuary Fortress
S
T
One-Way Portal to Sanctuary Fortress
Dd
Portal
Cc
Portal
Bb
Portal
Portal
Aa
26
A
S
P
Portal
19
Gg
Portal
Portal
Z
A
S
Y
Portal
49
O
Portal
to Sanctuary Fortress
V
to Sanctuary Fortress
X
W
from Sanctuary Fortress
U
from Sanctuary Fortress

Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Power Bomb Expansion
- ⬢ Beam Ammo Expansion
- S Save Station
- M Map Station
- A Ammo Station
- ▲ Sky Temple Key
- ▲ Sanctuary Temple Key
- ○ Elevator
- ● Portal
- ● Energy Transport (requires Light Suit)

Note - See page 207 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Beam Ammo Expansions and Power Bomb Expansions.

PRIMARY UPGRADES

GOT IT?	#	UPGRADE	WORLD	ROOM
✓	1	Missile Launcher	Temple Grounds	GFMC Compound
✓	2	Morph Ball Bomb	Agon Wastes	Agon Temple
✓	3	Space Jump Boots	Dark Agon Wastes	Judgment Pit
✓	4	Dark Beam	Agon Wastes	Main Reactor
✓	5	Light Beam	Dark Agon Wastes	Ing Cache I
✓	6	Dark Suit	Dark Agon Wastes	Dark Agon Temple
✓	7	Super Missile	Torvus Bog	Torvus Temple
✓	8	Boost Ball	Dark Torvus Bog	Dark Torvus Arena
✓	9	Seeker Missile Launcher	Temple Grounds	Hall of Honored Dead
✓	10	Gravity Boost	Torvus Bog	Main Hydrochamber
✓	11	Grapple Beam	Dark Torvus Bog	Sacrificial Chamber
✓	12	Darkburst	Agon Wastes	Mining Station B
✓	13	Dark Visor	Dark Torvus Bog	Dark Torvus Temple
✓	14	Spider Ball	Sanctuary Fortress	Dynamo Works
✓	15	Power Bomb	Dark Torvus Bog	Undertemple
✓	16	Sunburst	Temple Grounds	Grand Windchamber
✓	17	Echo Visor	Sanctuary Fortress	Aerie
✓	18	Screw Attack	Sanctuary Fortress	Vault
✓	19	Annihilator Beam	Ing Hive	Hive Temple
✓	20	Sonic Boom	Dark Agon Wastes	Ing Cache 2
✓	21	Light Suit	Great Temple	Main Energy Controller

ENERGY TANKS

GOT IT?	#	WORLD	ROOM
✓	1	Temple Grounds	Storage Cavern B
✓	2	Agon Wastes	Mining Station Access
✓	3	Agon Wastes	Bioenergy Production
✓	4	Torvus Bog	Temple Access
✓	5	Torvus Bog	Transit Tunnel East
✓	6	Agon Wastes	Mine Shaft
✓	7	Dark Torvus Bog	Cache B

ENERGY TANKS [CONTINUED]

GOT IT?	#	WORLD	ROOM
✓	8	Temple Grounds	Windchamber Gateway
✓	9	Sanctuary Fortress	Reactor Core
✓	10	Sanctuary Fortress	Watch Station Access
✓	11	Agon Wastes	Mining Plaza
✓	12	Temple Grounds	Fortress Transport Access
✓	13	Torvus Bog	Meditation Vista
✓	14	Torvus Bog	Torvus Plaza

MISSILE EXPANSIONS

GOT IT?	#	WORLD	ROOM
✓	1	Temple Grounds	Transport to Agon Wastes
✓	2	Agon Wastes	Sand Cache
✓	3	Agon Wastes	Portal Access A
✓	4	Agon Wastes	Transport Center
✓	5	Agon Wastes	Command Center
✓	6	Agon Wastes	Storage B
✓	7	Temple Grounds	Temple Assembly Site
✓	8	Great Temple	Transport B Access
✓	9	Torvus Bog	Forgotten Bridge
✓	10	Torvus Bog	Underground Tunnel
✓	11	Temple Grounds	Hive Chamber A
✓	12	Temple Grounds	Hive Chamber B
✓	13	Torvus Bog	Hydrodynamo Station
✓	14	Dark Torvus Bog	Undertransit One
✓	15	Dark Agon Wastes	Crossroads
✓	16	Torvus Bog	Abandoned Worksite
✓	17	Torvus Bog	Portal Chamber
✓	18	Torvus Bog	Path of Roots
✓	19	Torvus Bog	Torvus Lagoon
✓	20	Great Temple	Transport A Access
✓	21	Sanctuary Fortress	Dynamo Works
✓	22	Sanctuary Fortress	Hall of Combat Mastery
✓	23	Torvus Bog	Gathering Hall
✓	24	Sanctuary Fortress	Main Research
✓	25	Sanctuary Fortress	Central Area Transport West
✓	26	Ing Hive	Aerial Training Site
✓	27	Sanctuary Fortress	Sentinel's Path

MISSILE EXPANSIONS [CONTINUED]

GOT IT?	#	WORLD	ROOM
☑	28	Sanctuary Fortress	Temple Access
☑	29	Agon Wastes	Ventilation Area A
☑	30	Agon Wastes	Main Reactor
☑	31	Agon Wastes	Sand Processing
☑	32	Agon Wastes	Storage C
☑	33	Agon Wastes	Mining Station A
☑	34	Sky Temple Grounds	War Ritual Grounds
☑	35	Sky Temple Grounds	Plain of Dark Worship
☑	36	Temple Grounds	Communication Area
☑	37	Temple Grounds	GFMC Compound
☑	38	Sky Temple Grounds	Phazon Grounds
☑	39	Agon Wastes	Storage A
☑	40	Dark Agon Wastes	Warrior's Walk
☑	41	Dark Agon Wastes	Junction Site
☑	42	Dark Agon Wastes	Ing Cache 4
☑	43	Torvus Bog	Torvus Grove
☑	44	Torvus Bog	Plaza Access
☑	45	Dark Torvus Bog	Undertemple
☑	46	Torvus Bog	Transit Tunnel South
☑	47	Torvus Bog	Training Chamber
☑	48	Sanctuary Fortress	Sanctuary Map Station
☑	49	Ing Hive	Hazing Cliff

BEAM EXPANSIONS

GOT IT?	#	WORLD	ROOM
☑	1	Agon Wastes	Central Mining Station
☑	2	Dark Torvus Bog	Cache A
☑	3	Sanctuary Fortress	Watch Station
☑	4	Sky Temple Grounds	Profane Path

POWER BOMB EXPANSIONS

GOT IT?	#	WORLD	ROOM
☑	1	Sanctuary Fortress	Sanctuary Entrance
☑	2	Sanctuary Fortress	Transit Station
☑	3	Sanctuary Fortress	Main Gyro Chamber
☑	4	Temple Grounds	Dynamo Chamber
☑	5	Agon Wastes	Sandcanyon
☑	6	Dark Agon Wastes	Feeding Pit
☑	7	Dark Torvus Bog	Putrid Alcove
☑	8	Torvus Bog	Great Bridge

NEW LORE ENTRIES

GOT IT?	ENTRY NAME	WORLD	ROOM
☑	GSGT C. Benet	Temple Grounds	Command Chamber
☑	SPC B. Reevs	Temple Grounds	Command Chamber
☑	PFC M. Veroni	Temple Grounds	Collapsed Tunnel
☑	PFC L. Brouda	Temple Grounds	Communication Area
☑	SPC M. Angseth	Temple Grounds	Trooper Security Station
☑	CAPT A. Exeter	Temple Grounds	GFMC Compound
☑	LCPL J. Brode	Temple Grounds	GFMC Compound
☑	PFC G. Haley	Temple Grounds	GFMC Compound
☑	PFC S. Milligan	Temple Grounds	GFMC Compound
☑	SPC F. Triplette	Temple Grounds	GFMC Compound
☑	PFC I. Crany	Temple Grounds	GFMC Compound
☑	PFC E. Denys	Temple Grounds	Sacred Bridge
☑	Origins	Great Temple	Main Energy Controller
☑	J-Fme's Testament	Temple Grounds	Industrial Site
☑	Our Heritage	Temple Grounds	Transport to Agon Wastes
☑	Saving Aether	Agon Wastes	Agon Energy Controller
☑	Paradise	Agon Wastes	Mining Plaza
☑	Light of Aether	Agon Wastes	Portal Terminal
☑	The Stellar Object	Agon Wastes	Mining Station A
☑	Log 44681 Phazon Operations	Agon Wastes	Command Center
☑	Log 48853 Local Conflict	Agon Wastes	Command Center
☑	Log 50086 Great Discoveries	Agon Wastes	Command Center
☑	Log 54421 Rift Portal	Agon Wastes	Command Center
☑	Log 62217 Phazon Raids	Agon Wastes	Command Center
☑	Log 63622 The Hunter	Agon Wastes	Biostorage Station
☑	Log 67135 Security Breach	Agon Wastes	Save Station B
☑	Log 69898 Shadow War	Agon Wastes	Main Reactor
☑	Log 70136 Federation Attack	Agon Wastes	Security Station B
☑	Log 71599 Two Hunters	Agon Wastes	Central Mining Station
☑	J-Stl's Testament	Agon Wastes	Central Mining Station

NEW LORE ENTRIES [CONTINUED]

GOT IT?	ENTRY NAME	WORLD	ROOM
✓	Cataclysm	Temple Grounds	Meeting Grounds
✓	Age of Anxiety	Temple Grounds	Path of Eyes
✓	S-Dly's Testament	Torvus Bog	Torvus Lagoon
✓	The Warped World	Torvus Bog	Torvus Energy Controller
✓	The Ing Attack	Torvus Bog	Underground Tunnel
✓	M-Dhe's Testament	Temple Grounds	Landing Site
✓	Our War Begions	Torvus Bog	Training Chamber
✓	G-Sch's Testament	Torvus Bog	Catacombs
✓	Recovering Energy	Torvus Bog	Catacombs
✓	The New Terror	Torvus Bog	Gathering Hall
✓	New Weapons	Agon Wastes	Mining Station B
✓	Dark Aether	Torvus Bog	Path of Roots
✓	The Sky Temple	Temple Grounds	Fortress Transport Access
✓	The Final Crusade	Sanctuary Fortress	Sanctuary Energy Controller
✓	C-Rch's Testament	Sanctuary Fortress	Dynamo Works
✓	Shattered Hope	Sanctuary Fortress	Hall of Combat Mastery
✓	Torvus Falls	Sanctuary Fortress	Sanctuary Entrance
✓	S-Jrs's Testament	Sanctuary Fortress	Sanctuary Entrance
✓	Sanctuary Falls	Sanctuary Fortress	Main Research
✓	Twilight	Sanctuary Fortress	Watch Station
✓	Agon Falls	Sanctuary Fortress	Main Gyro Chamber
✓	B-Stl's Testament	Agon Wastes	Main Reactor
✓	A-Kul's Testament	Sky Temple Grounds	Sky Temple Gateway
✓	J-Stl's Key	Sky Temple Grounds	Sky Temple Gateway
✓	B-Stl's Key	Sky Temple Grounds	Sky Temple Gateway
✓	S-Dly's Key	Sky Temple Grounds	Sky Temple Gateway
✓	G-Sch's Key	Sky Temple Grounds	Sky Temple Gateway
✓	S-Jrs's Key	Sky Temple Grounds	Sky Temple Gateway
✓	C-Rch's Key	Sky Temple Grounds	Sky Temple Gateway

NEW LORE ENTRIES [CONTINUED]

GOT IT?	ENTRY NAME	WORLD	ROOM
✓	D-Isl's Key	Sky Temple Grounds	Sky Temple Gateway
✓	M-Dhe's Key	Sky Temple Grounds	Sky Temple Gateway
✓	J-Fme's Key	Sky Temple Grounds	Sky Temple Gateway
✓	D-Isl's Testament	Temple Grounds	Storage Cavern A

NEW RESEARCH ENTRIES

GOT IT?	ENTRY NAME	WORLD	ROOM
✓	Samus's Gunship	Temple Grounds	Landing Site
✓	GF Gate Mk VI	Temple Grounds	Hive Chamber A
✓	Bomb Slot	Temple Grounds	Command Chamber
✓	GF Bridge	Temple Grounds	Industrial Site
✓	Splinter Cocoon	Temple Grounds	Industrial Site
✓	GF Gate Mk VII	Temple Grounds	Dynamo Chamber
✓	GFS Tyr	Temple Grounds	GFMC Compound
✓	Kinetic Orb Cannon	Temple Grounds	GFMC Compound
✓	War Wasp Hive	Temple Grounds	Sacred Path
✓	U-Mos	Great Temple	Main Energy Controller
✓	Energy Controller	Great Temple	Main Energy Controller
✓	Agon Bearerpod	Agon Wastes	Transport to Temple Grounds
✓	Sandgrass	Agon Wastes	Plaza Access
✓	Blueroot Tree	Agon Wastes	Agon Map Station
✓	Bladepod	Dark Agon Wastes	Portal Site
✓	Light Crystal	Dark Agon Wastes	Portal Site
✓	Light Beacon	Dark Agon Wastes	Portal Site
✓	Dark Aether	Agon Wastes	Command Center
✓	Aether	Agon Wastes	Command Center
✓	Phazon	Agon Wastes	Main Reactor
✓	Nullified Beacon	Dark Agon Wastes	Doomed Entry
✓	Nullified Crystal	Dark Agon Wastes	Doomed Entry
✓	Light Lift Crystal	Dark Agon Wastes	Doomed Entry
✓	Dark Lift Crystal	Dark Agon Wastes	Hall of Stairs

NEW RESEARCH ENTRIES [CONTINUED]

GOT IT?	ENTRY NAME	WORLD	ROOM
✓	Ingclaw	Dark Agon Wastes	Watering Hole
✓	Webling	Dark Agon Wastes	Feeding Pit Access
✓	Energized Crystal	Dark Agon Wastes	Doomed Entry
✓	Energized Beacon	Dark Agon Wastes	Doomed Entry
✓	Ing Webtrap	Dark Agon Wastes	Battleground
✓	Light Portal	Dark Agon Wastes	Dark Oasis
✓	Pirate Skiff	Agon Wastes	Central Mining Station
✓	Dark Portal	Agon Wastes	Portal Terminal
✓	Torvus Bearerpod	Torvus Bog	Transport to Temple Grounds
✓	Torvus Hanging Pod	Torvus Bog	Temple Transport Access
✓	Sentinel Crystal	Torvus Bog	Great Bridge
✓	Bloatsac	Torvus Bog	Forgotten Bridge
✓	Ingsphere Cache	Dark Torvus Bog	Dark Forgotten Bridge
✓	Dark Sentinel Crystal	Dark Torvus Bog	Dark Forgotten Bridge
✓	Spinner	Torvus Bog	Forgotten Bridge
✓	Grapple Point	Dark Torvus Bog	Sacrificial Chamber
✓	Liftvine Crystal	Dark Torvus Bog	Brooding Ground
✓	Ingworm Cache	Ing Hive	Culling Chamber
✓	Spider Ball Track	Sanctuary Fortress	Dynamo Works
✓	Wall Jump Surface	Ing Hive	Central Hive West Transport
✓	Super Crystal	Ing Hive	Aerial Training Site
✓	Super Beacon	Ing Hive	Aerial Training Site
✓	Metroid Cocoon	Agon Wastes	Biostorage Station
✓	Flying Ing Cache	Sky Temple Grounds	Defiled Shrine
✓	Dormant Ingclaw	Sky Temple Grounds	Accursed Lake

CREATURES

SCANNED?	NAME	WORLD	ROOM
✓	Worker Splinter	Temple Grounds	Hive Tunnel
✓	Dark Trooper	Temple Grounds	Command Chamber
✓	Splinter	Temple Grounds	Industrial Site

CREATURES [CONTINUED]

SCANNED?	NAME	WORLD	ROOM
✓	Green Kralee	Temple Grounds	Industrial Site
✓	Growler Class Turret	Temple Grounds	Trooper Security Station
✓	Dark Splinter	Temple Grounds	GFMC Compound
✓	War Wasp	Temple Grounds	Sacred Bridge
✓	Alpha Splinter	Great Temple	Temple Sanctuary
✓	Dark Alpha Splinter	Great Temple	Temple Sanctuary
✓	Lightflyer	Great Temple	Transport B Access
✓	Lumite	Agon Wastes	Plaza Access
✓	Sandigger	Agon Wastes	Mining Plaza
✓	Sandbats	Agon Wastes	Mining Plaza
✓	Pirate Trooper	Agon Wastes	Mining Station A
✓	Brizgee	Agon Wastes	Mining Station A
✓	Shriekbat	Agon Wastes	Temple Access
✓	Alpha Sandigger	Agon Wastes	Agon Temple
✓	Bomb Guardian	Agon Wastes	Bomb Guardian
✓	Dark Pirate Trooper	Agon Wastes	Portal Terminal
✓	Pillbug	Agon Wastes	Portal Terminal
✓	Inglet	Dark Agon Wastes	Crossroads
✓	Nightbarb	Dark Agon Wastes	Save Station 2
✓	Warrior Ing	Dark Agon Wastes	Duelling Range
✓	Lightbringer	Dark Agon Wastes	Duelling Range
✓	Jump Guardian	Dark Agon Wastes	Judgment Pit
✓	Vigilance Class Turret	Agon Wastes	Central Mining Station
✓	Humility Class Turret	Agon Wastes	Biostorage Access
✓	Tallon Metroid	Agon Wastes	Biostorage Station
✓	Pirate Aerotrooper	Agon Wastes	Bioenergy Production
✓	Dark Samus 1	Agon Wastes	Main Reactor
✓	Pirate Grenadier	Agon Wastes	Command Center
✓	Dark Preed	Dark Agon Wastes	Doomed Entry
✓	Darkling Tentacle	Dark Agon Wastes	Double Path
✓	Amorbis 1	Dark Agon Wastes	Dark Agon Temple
✓	Amorbis 2	Dark Agon Wastes	Dark Agon Temple
✓	Harmony Class Drone	Great Temple	Transport C Access

CREATURES [CONTINUED]

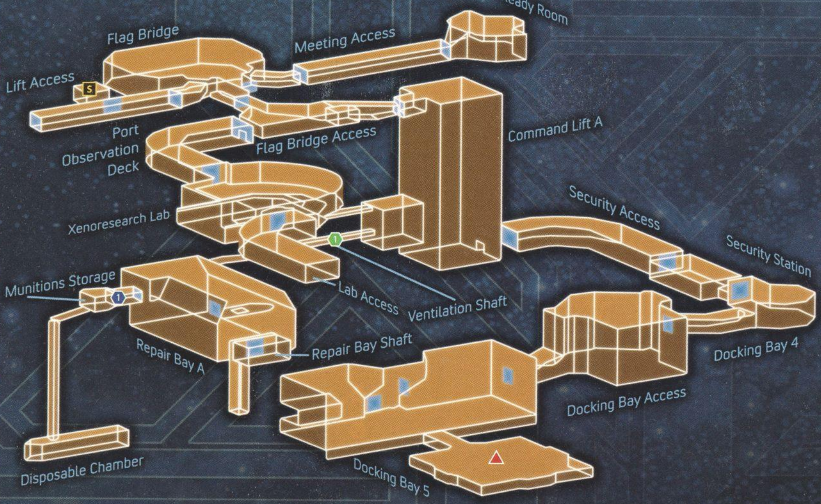
SCANNED?	NAME	WORLD	ROOM
☑	Corrupted *Sentreye*	Sky Temple *Grounds*	Abandoned Base
☑	Shredder	Torvus Bog	Torvus Lagoon
☑	Hydlings	Torvus Bog	Torvus Lagoon
☑	Shrieker	Torvus Bog	Great Bridge
☑	Grenchler	Torvus Bog	Forgotten Bridge
☑	Dark Phlogus	Dark Torvus Bog	Dark Forgotten Bridge
☑	Dark Pirate Commando	Torvus Bog	Forgotten Bridge
☑	Sporb	Torvus Bog	Abandoned Worksite
☑	Pirate Commando	Torvus Bog	Torvus Grove
☑	Hunter Ing	Dark Torvus Bog	Polluted Mire
☑	Boost Guardian	Dark Torvus Bog	Dark Torvus Arena
☑	Krocuss	Trovus Bog	Grove Access
☑	Dark Missile Trooper	Temple Grounds	Hive Chamber A
☑	Preed	Torvus Bog	Hydrodynamo Station
☑	Blogg	Torvus Bog	Hydrodynamo Station
☑	Bloggling	Torvus Bog	Hydrodynamo Station
☑	*Seedburster*	*Torvus Bog*	*Training Access*
☑	Alpha Blogg	Torvus Bog	Hydrodynamo Shaft
☑	Dark Grenchler	Dark Torvus Bog	Dungeon
☑	Grapple Guardian	Dark Torvus Bog	Sacrificial Chamber
☑	Kralee	Torvus Bog	Mining Station B
☑	Chykka Larva	Dark Torvus Bog	Dark Torvus Temple
☑	Dark Shredder	Dark Torvus Bog	Dark Torvus Temple
☑	Chykka	Dark Torvus Bog	Dark Torvus Temple
☑	Dark Chykka	Dark Torvus Bog	Dark Torvus Temple
☑	Chyklings	Dark Torvus Bog	Dark Torvus Temple
☑	Luminoth Turret	Temple Grounds	Fortress Transport Access
☑	Serenity Class Drone	Sanctuary Fortress	Temple Transport Access
☑	Octopede	Sanctuary Fortress	Power Junction
☑	Rezbit	Sanctuary Fortress	Reactor Access
☑	Quad MB	Sanctuary Fortress	Reactor Core
☑	Quad CM	Sanctuary Fortress	Reactor Core

CREATURES [CONTINUED]

SCANNED?	NAME	WORLD	ROOM
☑	Diligence Class *Drone*	Sanctuary Fortress	Dynamo Access
☑	Mechlops	Sanctuary Fortress	Dynamo Access
☑	Dark Quad MB	Sanctuary Fortress	Sanctuary Temple
☑	Dark Quad CM	Sanctuary Fortress	Sanctuary Temple
☑	Mekenobite	Sanctuary Fortress	Sanctuary Temple
☑	Spider Guardian	Sanctuary Fortress	Dynamo Works
☑	Power Bomb Guardian	Dark Torvus Bog	Undertemple
☑	Ingsmasher	Sanctuary Fortress	Reactor Access
☑	Dark Samus 2	Sanctuary Fortress	Aerie
☑	Dark Ingsmasher	Ing Hive	Hive Portal Chamber
☑	Caretaker Class Drone	Sanctuary Fortress	Main Research
☑	Dark War Wasp	Ing Hive	Vault Attack Portal
☑	Quadraxis	Ing Hive	Hive Temple
☑	Damaged Quadraxis	Ing Hive	Hive Temple
☑	Shielded Head Module	Ing Hive	Hive Temple
☑	Stunned Head Module	Ing Hive	Hive Temple
☑	Final Head *Module*	Ing	Hive Temple
☑	Ingstorm	Ing Hive	Temple Security Access
☑	Dark Tallon Metroid	Dark Agon Wastes	Phazon Site
☑	Infant Tallon Metroid	Agon Wastes	Biostorage Station
☑	Watchdrone	Sky Temple Grounds	Dungeon
☑	Dark Blogg	Torvus Bog	Training Chamber
☑	Dark Diligence Drone	Ing Hive	Hazing Cliff
☑	Ing Larva Swarm	Ing Hive	Entrance Defense Hall
☑	Emperor Ing Body	Sky Temple	Sanctum
☑	Emperor Ing Head	Sky Temple	Sanctum
☑	Emperor Ing Eye	Sky Temple	Sanctum
☑	Emperor Ing Crystalis	Sky Temple	Sanctum
☑	Mutated Emperor Ing	Sky Temple	Sanctum
☑	Dark Samus 3	Sky Temple Grounds	Sky Temple Gateway
☑	Dark Samus 4	Sky Temple Grounds	Sky Temple Gateway

Metroid Prime 3: Corruption Maps & Checklists

GFS Olympus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Flag Bridge
Meeting Access
Lift Access
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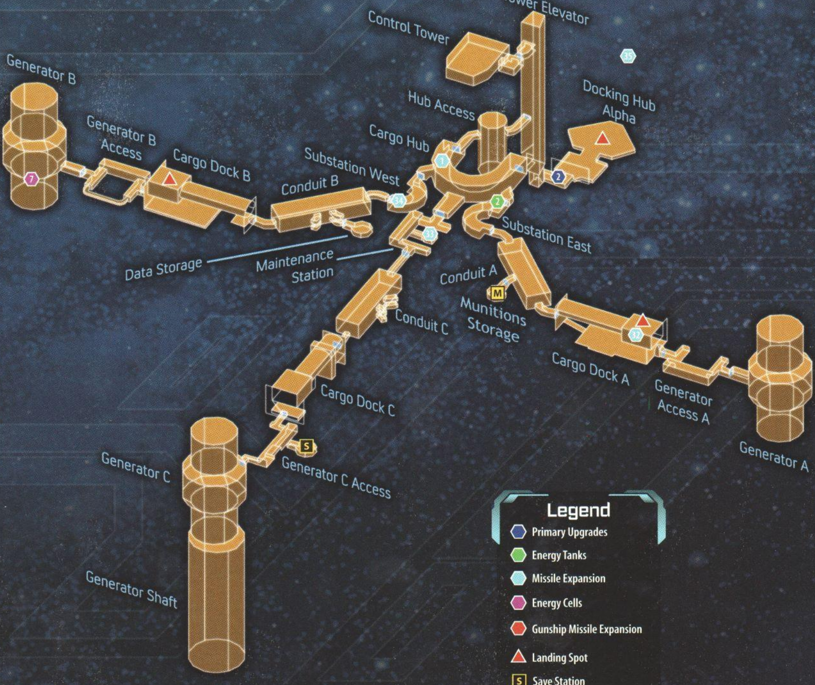
Command Lift A
Port Observation Deck
Flag Bridge Access
Xenoresearch Lab
Security Access
1
Security Station
Munitions Storage
1
Lab Access
Ventilation Shaft
Repair Bay A
Repair Bay Shaft
Docking Bay 4
Docking Bay Access
Disposable Chamber
Docking Bay 5

Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Energy Cells
- ⬢ Gunship Missile Expansion
- ▲ Landing Spot
- S Save Station
- M Map Station

Note - See page 228 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Energy Cells and Gunship Missile Expansions.

Norion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Control Tower
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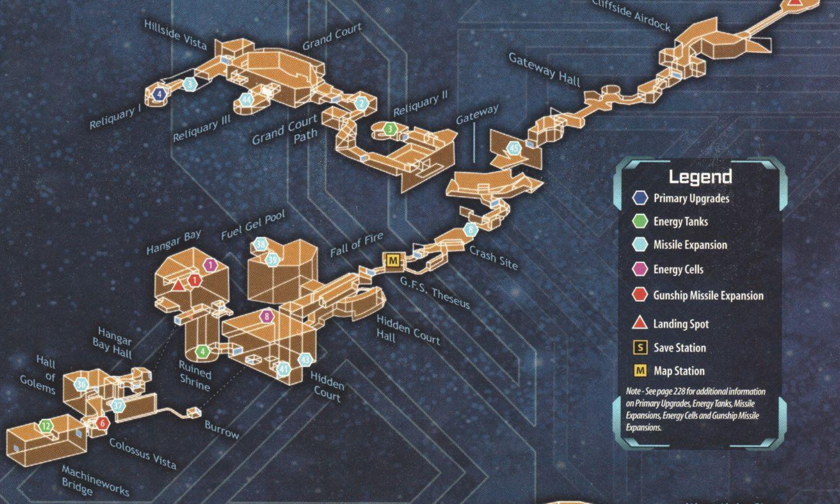
Generator B
Docking Hub Alpha
Hub Access
Generator B Access
Cargo Hub
Cargo Dock B
1
Substation West
2
7
Conduit B
34
2
33
Substation East
Data Storage
Maintenance Station
Conduit A
M
Munitions Storage
Conduit C
32
Cargo Dock A
Generator Access A
Cargo Dock C
Generator A
S
Generator C
Generator C Access
Generator Shaft

Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Energy Cells
- ⬢ Gunship Missile Expansion
- ▲ Landing Spot
- S Save Station
- M Map Station

Note - See page 228 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Energy Cells and Gunship Missile Expansions.

Bryyo: Cliffside

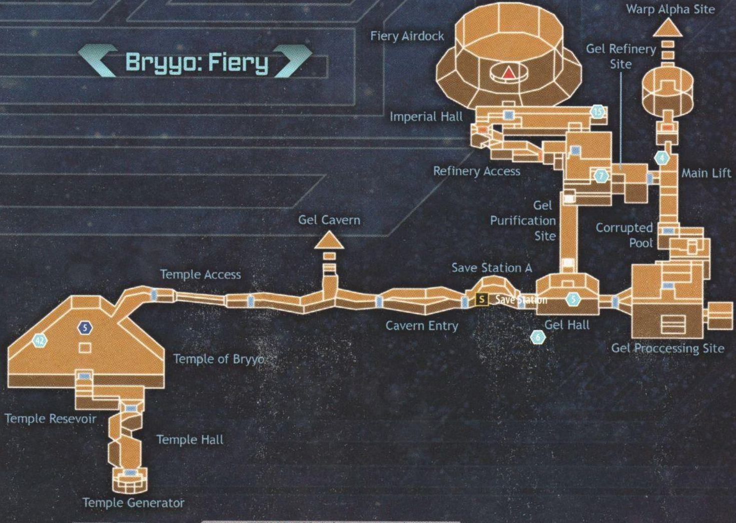

Hillside Vista
Grand Court
4
3
44
2
Reliquary I
Reliquary III
Grand Court Path
Reliquary II
3
Gateway
45
Gateway Hall
Cliffside Airdock
Hangar Bay
Fuel Gel Pool
38
39
1
1
Fall of Fire
M
8
Crash Site
G.F.S. Theseus
8
Hidden Court Hall
4
41
43
Hidden Court
Ruined Shrine
Hangar Bay Hall
Hall of Golems
36
37
12
6
Burrow
Colossus Vista
Machineworks Bridge

Legend

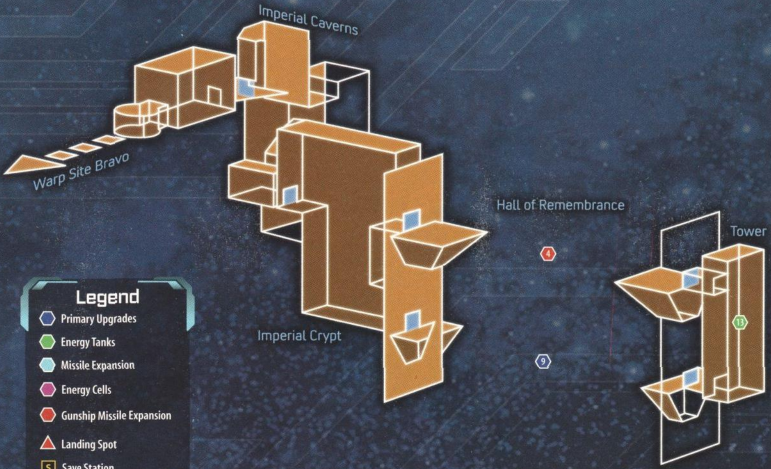
- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Energy Cells
- ⬢ Gunship Missile Expansion
- ▲ Landing Spot
- S Save Station
- M Map Station

Note - See page 228 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Energy Cells and Gunship Missile Expansions.

Bryyo: Fiery


Fiery Airdock
Warp Alpha Site
Gel Refinery Site
Imperial Hall
15
Refinery Access
7
4
Main Lift
Gel Purification Site
Corrupted Pool
Gel Cavern
Temple Access
Save Station A
S
Save Station
5
Gel Hall
6
Cavern Entry
Gel Proccessing Site
5
42
Temple of Bryyo
Temple Resevoir
Temple Hall
Temple Generator

Bryyo: Ice

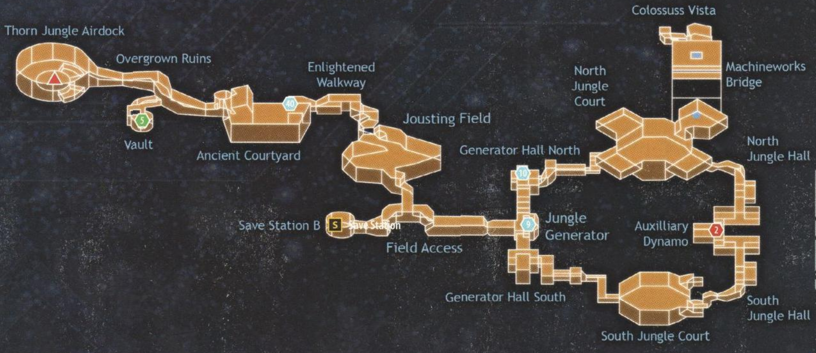

Imperial Caverns
Warp Site Bravo
Hall of Remembrance
Tower
4
Imperial Crypt
13
9

Legend

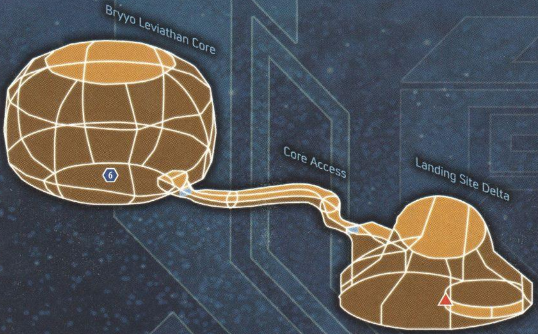
- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Energy Cells
- ⬢ Gunship Missile Expansion
- ▲ Landing Spot
- S Save Station
- M Map Station

Note - See page 228 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Energy Cells and Gunship Missile Expansions.

Bryyo: Thorn Jungle


Colossuss Vista
Thorn Jungle Airdock
Overgrown Ruins
Enlightened Walkway
North Jungle Court
Machineworks Bridge
40
5
Jousting Field
Vault
Ancient Courtyard
Generator Hall North
North Jungle Hall
10
Save Station B
S
Save Station
9
Jungle Generator
Auxilliary Dynamo
2
Field Access
Generator Hall South
South Jungle Hall
South Jungle Court

Bryyo: Seed

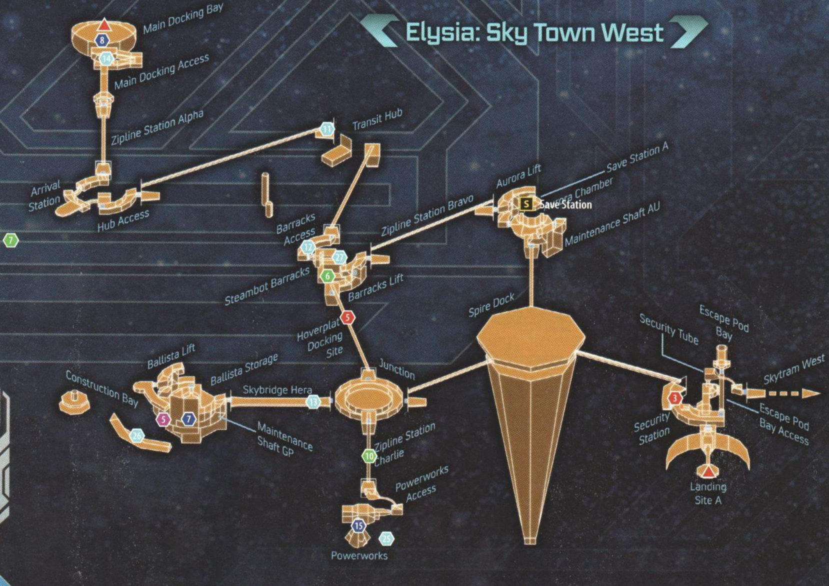

Bryyo Leviathan Core
6
Core Access
Landing Site Delta

Legend

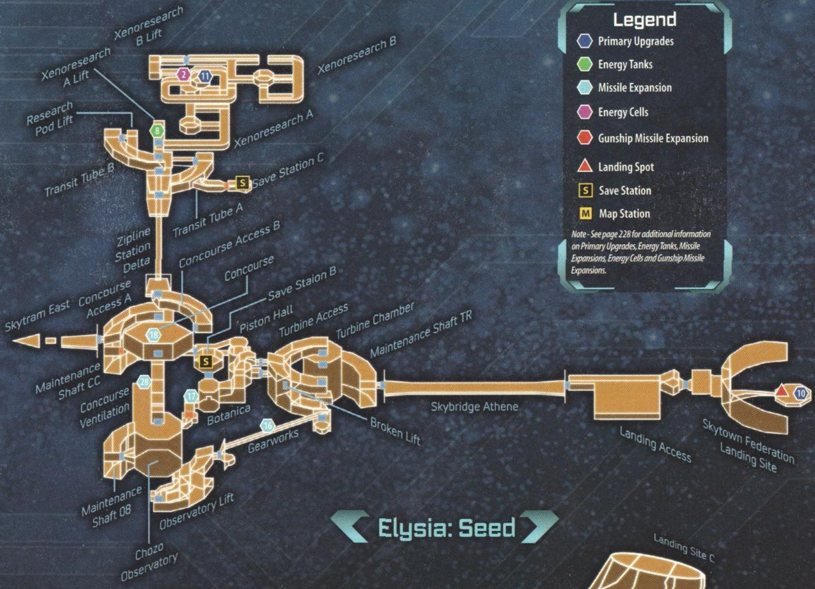
- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Energy Cells
- ⬢ Gunship Missile Expansion
- ▲ Landing Spot
- S Save Station
- M Map Station

Note - See page 228 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Energy Cells and Gunship Missile Expansions.

Elysia: Sky Town West


Main Docking Bay
8
14
Main Docking Access
Zipline Station Alpha
Transit Hub
11
Arrival Station
Hub Access
7
Barracks Access
12
27
Steambot Barracks
6
Barracks Lift
Zipline Station Bravo
Aurora Lift
Save Station A
Aurora Chamber
S
Save Station
Maintenance Shaft AU
Spire Dock
5
Hoverplat Docking Site
Junction
Ballista Lift
Ballista Storage
Construction Bay
Skybridge Hera
13
5
7
26
Maintenance Shaft GP
Zipline Station Charlie
10
Powerworks Access
15
25
Powerworks
Security Tube
Escape Pod Bay
Skytram West
3
Security Station
Escape Pod Bay Access
Landing Site A

Elysia: Sky Town East

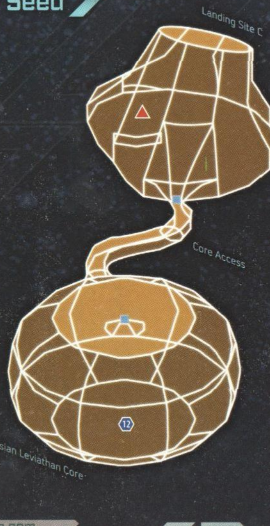

Xenoresearch B Lift
Xenoresearch A Lift
Research Pod Lift
Xenoresearch B
Xenoresearch A
2
11
8
Transit Tube B
S
Save Station C
Transit Tube A
Zipline Station Delta
Concourse Access B
Concourse
Skytram East
Concourse Access A
Save Staion B
Piston Hall
Turbine Access
Turbine Chamber
Maintenance Shaft TR
18
S
Maintenance Shaft CC
28
Concourse Ventilation
17
Botanica
16
Broken Lift
Skybridge Athene
10
Landing Access
Skytown Federation Landing Site
Gearworks
Maintenance Shaft 08
Observatory Lift
Chozo Observatory

Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Energy Cells
- ⬢ Gunship Missile Expansion
- ▲ Landing Spot
- S Save Station
- M Map Station

Note - See page 228 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Energy Cells and Gunship Missile Expansions.

Elysia: Seed

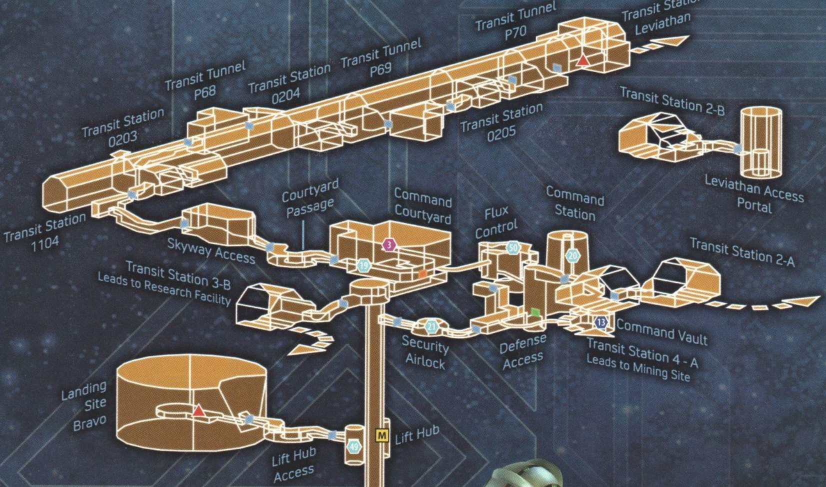

Landing Site C
Core Access
12
Elysian Leviathan Core

Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Energy Cells
- ⬢ Gunship Missile Expansion
- ▲ Landing Spot
- S Save Station
- M Map Station

Note - See page 228 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Energy Cells and Gunship Missile Expansions.

Pirate Homeworld: Command Center

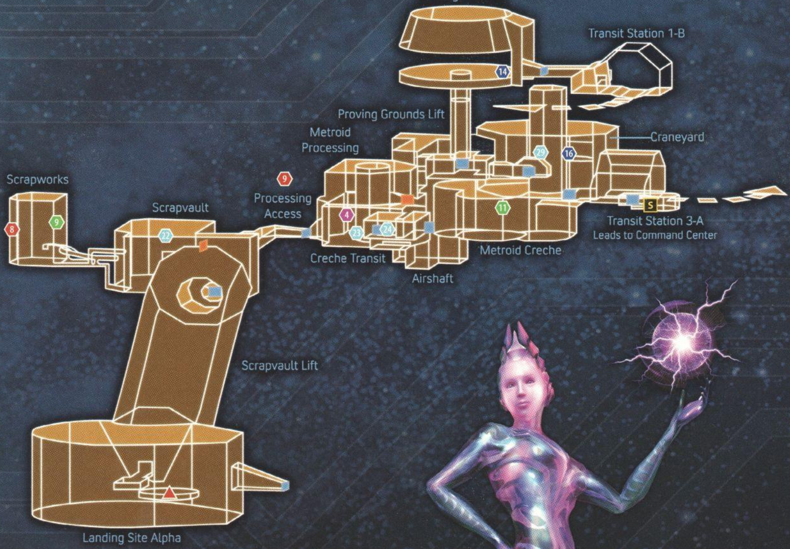

Transit Station Leviathan
Transit Tunnel P70
Transit Tunnel P69
Transit Station 0204
Transit Tunnel P68
Transit Station 0203
Transit Station 0205
Transit Station 2-B
Leviathan Access Portal
Transit Station 1104
Courtyard Passage
Command Courtyard
Command Station
Flux Control
Skyway Access
Transit Station 2-A
Transit Station 3-B
Leads to Research Facility
3
19
50
20
21
13
Command Vault
Security Airlock
Defense Access
Transit Station 4 - A
Leads to Mining Site
Landing Site Bravo
M
Lift Hub
49
Lift Hub Access

Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Energy Cells
- ⬢ Gunship Missile Expansion
- ▲ Landing Spot
- S Save Station
- M Map Station

Note - See page 228 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Energy Cells and Gunship Missile Expansions.

Pirate Homeworld: Research Facility

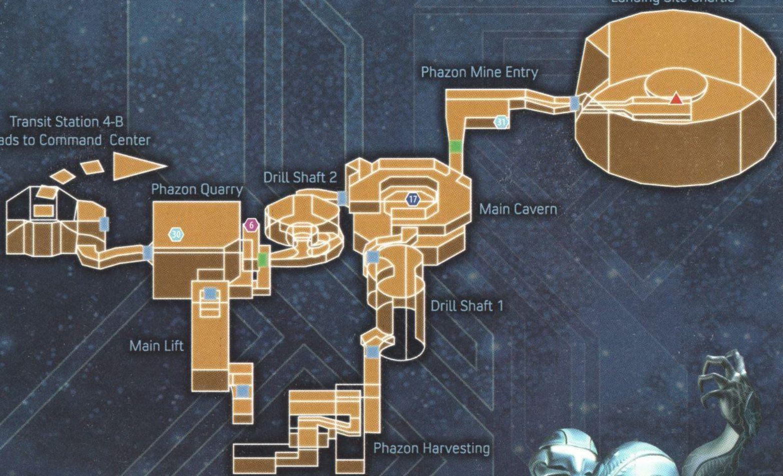

Proving Grounds
Transit Station 1-B
14
Proving Grounds Lift
Metroid Processing
Craneyard
29
16
Scrapworks
9
Processing Access
Scrapvault
8
9
22
4
23
24
11
S
Transit Station 3-A
Leads to Command Center
Creche Transit
Metroid Creche
Airshaft
Scrapvault Lift
Landing Site Alpha

Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Energy Cells
- ⬢ Gunship Missile Expansion
- ▲ Landing Spot
- S Save Station
- M Map Station

Note - See page 228 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Energy Cells and Gunship Missile Expansions.

Pirate Homeworld: Mining

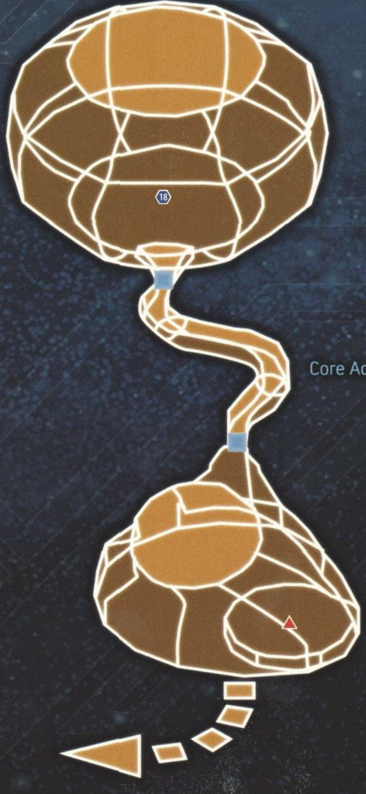

Landing Site Charlie
Phazon Mine Entry
31
Transit Station 4-B
Leads to Command Center
Drill Shaft 2
Phazon Quarry
17
Main Cavern
30
6
Drill Shaft 1
Main Lift
Phazon Harvesting

Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Energy Cells
- ⬢ Gunship Missile Expansion
- ▲ Landing Spot
- S Save Station
- M Map Station

Note - See page 228 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Energy Cells and Gunship Missile Expansions.

Pirate Homeworld: Seed

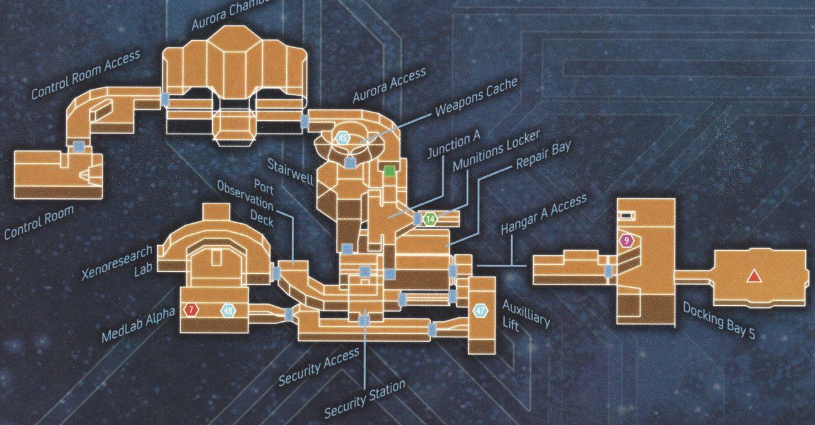

Pirate Homeworld Leviathan Core
18
Core Access
Landing Site Delta

Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Energy Cells
- ⬢ Gunship Missile Expansion
- ▲ Landing Spot
- S Save Station
- M Map Station

Note - See page 228 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Energy Cells and Gunship Missile Expansions.

GFS Valhalla

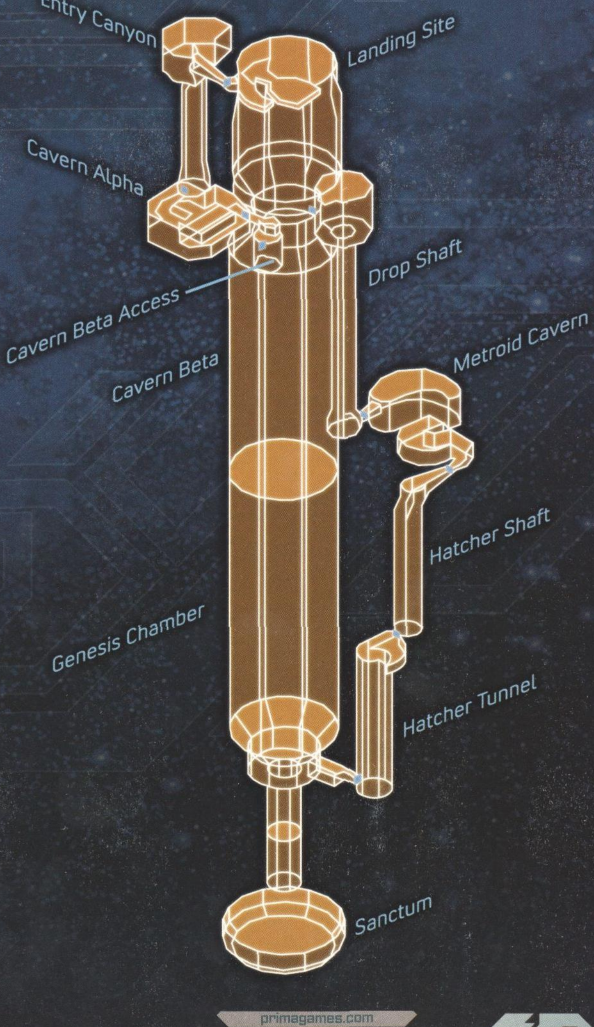

Aurora Chamber
Control Room Access
Aurora Access
Weapons Cache
45
Junction A
Munitions Locker
Repair Bay
Stairwell
Port Observation Deck
14
Hangar A Access
9
Control Room
Xenoresearch Lab
MedLab Alpha
7
48
47
Auxilliary Lift
Docking Bay 5
Security Access
Security Station

Legend

- ⬢ Primary Upgrades
- ⬢ Energy Tanks
- ⬢ Missile Expansion
- ⬢ Energy Cells
- ⬢ Gunship Missile Expansion
- ▲ Landing Spot
- S Save Station
- M Map Station

Note - See page 228 for additional information on Primary Upgrades, Energy Tanks, Missile Expansions, Energy Cells and Gunship Missile Expansions.

Phaaze


Entry Canyon
Landing Site
Cavern Alpha
Drop Shaft
Cavern Beta Access
Cavern Beta
Metroid Cavern
Hatcher Shaft
Genesis Chamber
Hatcher Tunnel
Sanctum

PRIMARY UPGRADES

GOT IT?	#	UPGRADE	WORLD	ROOM
✓	1	Missile Launcher	GFS Olympus	Munitions Storage
✓	2	Grapple Lasso	Norion	Docking Hub Alpha
✓	3	PED	GFS Olympus	MedLab Delta
✓	4	Grapple Swing	Bryyo: Cliffside	Reliquary I
✓	5	Ice Missiles	Bryyo: Fiery	Temple of Bryyo
✓	6	Hyper Ball	Bryyo: Seed	Leviathan Core
✓	7	Boost Ball	Elysia: SkyTown West	Ballista Storage
✓	8	Plasma Beam	Elysia: SkyTown West	Main Docking Bay
✓	9	Screw Attack	Bryyo: Ice	Hall of Remembrance
✓	10	Ship Grapple	Elysia: SkyTown East	Landing Site B
✓	11	Seeker Missile	Elysia: SkyTown East	Xenoresearch B
✓	12	Hyper Missile	Elysia: Seed	Leviathan Core
✓	13	X-Ray Visor	Pirate Homeworld: Command Center	Command Vault
✓	14	Grapple Voltage	Pirate Homeworld: Research Facility	Proving Grounds
✓	15	Spider Ball	Elysia: SkyTown West	Powerworks
✓	16	Hazard Shield	Pirate Homeworld: Research Facility	Craneyard
✓	17	Nova Beam	Pirate Homeworld: Mining Site	Main Cavern
✓	18	Hyper Grapple	Pirate Homeworld: Seed	Leviathan Core

ENERGY CELLS

GOT IT?	#	WORLD	ROOM
✓	1	Bryyo: Cliffside	Federation Landing Site
✓	2	Elysia: SkyTown East	Xenoresearch B
✓	3	Pirate Homeworld: Command Center	Command Courtyard
✓	4	Pirate Homeworld: Research Facility	Metroid Processing
✓	5	Elysia: SkyTown West	Ballista Storage
✓	6	Pirate Homeworld: Mining Site	Phazon Quarry
✓	7	Norion	Generator B
✓	8	Bryyo: Cliffside	Hidden Court
✓	9	GFS Valhalla	Docking Bay 5

ENERGY TANKS

GOT IT?	#	WORLD	ROOM
✓	1	GFS Olympus	Ventilation Shaft
✓	2	Norion	Substation East
✓	3	Bryyo: Cliffside	Reliquary II
✓	4	Bryyo: Cliffside	Ruined Shrine
✓	5	Bryyo: Thorn Jungle	Vault
✓	6	Elysia: SkyTown West	Steambot Barracks
✓	7	Elysia: SkyTown West	Arrival Station
✓	8	Elysia: SkyTown East	Xenoresearch A Lift
✓	9	Pirate Homeworld: Research Facility	Scrapworks
✓	10	Elysia: SkyTown West	Zipline Station Charlie
✓	11	Pirate Homeworld: Research Facility	Metroid Creche
✓	12	Bryyo: Cliffside	Machineworks Bridge
✓	13	Bryyo: Ice	Tower
✓	14	GFS Valhalla	Munitions Locker

MISSILE EXPANSIONS

GOT IT?	#	WORLD	ROOM
✓	1	Norion	Cargo Hub
✓	2	Bryyo: Cliffside	Grand Court Path
✓	3	Bryyo: Cliffside	Hillside Vista
✓	4	Bryyo: Fiery	Main Lift
✓	5	Bryyo: Fiery	Gel Hall
✓	6	Bryyo: Fiery	Gel Hall
✓	7	Bryyo: Fiery	Gel Refinery Site
✓	8	Bryyo: Cliffside	Crash Site
✓	9	Bryyo: Thorn Jungle	Jungle Generator
✓	10	Bryyo: Thorn Jungle	Generator Hall North
✓	11	Elysia: SkyTown West	Transit Hub
✓	12	Elysia: SkyTown West	Barracks Access
✓	13	Elysia: SkyTown West	Skybridge Hera
✓	14	Elysia: SkyTown West	Main Docking Bay
✓	15	Bryyo: Fiery	Imperial Hall
✓	16	Elysia: SkyTown East	Gearworks
✓	17	Elysia: SkyTown East	Botanica
✓	18	Elysia: SkyTown East	Concourse
✓	19	Pirate Homeworld: Command Center	Command Courtyard

MISSILE EXPANSIONS [CONTINUED]

GOT IT?	#	WORLD	ROOM
☑	20	Pirate Homeworld: Command Center	Command Station
☑	21	Pirate Homeworld: Command Center	Security Air Lock
☑	22	Pirate Homeworld: Research Facility	Scrapvault
☑	23	Pirate Homeworld: Research Facility	Metroid Processing
☑	24	Pirate Homeworld: Research Facility	Creche Transit
☑	25	Elysia: SkyTown West	Powerworks
☑	26	Elysia: SkyTown West	Construction Bay
☑	27	Elysia: SkyTown West	Steambot Barracks
☑	28	Elysia: SkyTown East	Concourse Ventilation
☑	29	Pirate Homeworld: Research Facility	Craneyard
☑	30	Pirate Homeworld: Mining Site	Phazon Quarry
☑	31	Pirate Homeworld: Mining Site	Phazon Mine Entry
☑	32	Norion	Cargo Dock A
☑	33	Norion	Maintenance Station
☑	34	Norion	Substation West
☑	35	Norion	Docking Hub Alpha
☑	36	Bryyo: Cliffside	Hall of Golems
☑	37	Bryyo: Cliffside	Burrow
☑	38	Bryyo: Cliffside	Fuel Gel Pool
☑	39	Bryyo: Cliffside	Fuel Gel Pool
☑	40	Bryyo: Thorn Jungle	Ancient Courtyard

MISSILE EXPANSIONS [CONTINUED]

GOT IT?	#	WORLD	ROOM
☑	40	Bryyo: Thorn Jungle	Ancient Courtyard
☑	41	Bryyo: Cliffside	Hidden Court
☑	42	Bryyo: Fiery	Temple of Bryyo
☑	43	Bryyo: Cliffside	Falls of Fire
☑	44	Bryyo: Cliffside	Reliquary III
☑	45	Bryyo: Cliffside	Gateway
☑	46	GFS Valhalla	Weapons Cache
☑	47	GFS Valhalla	Auxiliary Lift
☑	48	GFS Valhalla	MedLab Alpha
☑	49	Pirate Homeworld: Command Center	Lift Hub
☑	50	Pirate Homeworld: Command Center	Flux Control

GUNSHIP MISSILE EXPANSIONS

GOT IT?	#	WORLD	ROOM
☑	1	Bryyo: Cliffside	Federation Landing Site
☑	2	Bryyo: Thorn Jungle	Auxiliary Dynamo
☑	3	Elysia: SkyTown West	Security Station
☑	4	Bryyo: Ice	Hall of Remembrance
☑	5	Elysia: SkyTown West	Hoverplat Docking Site
☑	6	Bryyo: Cliffside	Colossus Vista
☑	7	GFS Valhalla	Xenoresearch Lab
☑	8	Pirate Homeworld: Research Facility	Scrapworks
☑	9	Pirate Homeworld: Research Facility	Processing Access

SCANS

	SCAN	AVAILABILITY	FIRST APPEARANCE	SECOND APPEARANCE
☑	Research: Hunter-Class Gunship	Any time	Docking Bay 5	--
☑	Research: Landing Beacon	Any time	Docking Bay 5	--
☑	Research: Galactic Federation Crate	Any time	Docking Bay 5	--
☑	Research: Heavy Galactic Federation Crate	Any time	Docking Bay 5	--
☑	Research: Galactic Federation Blue Door	Any time	Docking Bay 5	--
☑	Federation Marine	Any time	Docking Bay 5	Cargo Hub
☑	Fleet Mechanic	Any time	Docking Bay 5	Hub Access
☑	Halberd-Class Turret	Limited	Docking Bay 5	Various: before/during attack
☑	Training Drone	Once	Docking Bay 5: before attack	--
☑	Male Fleet Trooper	Limited	Docking Bay Access	Various: before AU interview
☑	Female Fleet Trooper	Limited	Docking Bay Access	MedLab Delta

SCANS [CONTINUED]

	SCAN	AVAILABILITY	FIRST APPEARANCE	SECOND APPEARANCE
✓	Research: Blast Shield	Limited	Docking Bay 4	--
✓	Hunter Ghor	Limited	Security Station	Cargo Hub
✓	Lore: Olympus-Class Battleship	Any time	Security Station	Data Storage
✓	Research: Save Station	Any time	Lift Access	--
✓	Fleet Admiral Dane	Once	Flag Bridge: after briefing	--
✓	Pirate Militia	Limited	Flag Bridge Access	Norion: during attack
✓	Space Pirate Boarding Pod	Limited	Port Observation Deck	Xenoresearch Lab
✓	Crawltank	Any time	Xenoresearch Lab	Flux Control
✓	Armored Pirate Militia	Limited	Xenoresearch Lab	--
✓	Crawlmine	Any time	Xenoresearch Lab	Phazon Mine Entry
✓	Research: Bomb Slot	Any time	Disposal Chamber	--
✓	Aeromine	Limited	Repair Bay Shaft	Norion Attack
✓	Berserker Lord	Limited	Docking Bay 5	Turbine Chamber
✓	Lore: Hunter Rundas	Any time	Docking Hub Alpha	--
✓	Research: Mounted Blast Shield	Limited	Hub Access	--
✓	Research: Red Blast Shield	Limited	Conduit A	--
✓	Lore: Hunter Ghor	Any time	Munitions Storage	--
✓	Lore: Hunter Gandrayda	Any time	Munitions Storage	--
✓	Lore: Valhalla Incident	Any time	Munitions Storage	--
✓	Jumpmine	Limited	Conduit A	Observatory Lift
✓	Pirate Trooper	Limited	Cargo Dock A	--
✓	Shield Pirate Militia	Limited	Cargo Dock A	--
✓	Aerotrooper	Limited	Cargo Dock A	--
✓	Space Pirate ATC	Limited	Cargo Dock A	--
✓	Jolly Roger Drone	Limited	Generator A	Conduit C
✓	Federation PED Marine	Limited	Cargo Dock A	--
✓	Shield Pirate Trooper	Limited	Conduit A	Maintenance Station
✓	Research: White Blast Shield	Limited	Maintenance Station	--
✓	Meta Ridley	Once	Generator Shaft	--
✓	Hunter Gandrayda	Once	Tower Elevator: before cutscene	--
✓	Hunter Rundas	Once	Tower Elevator: before cutscene	--
✓	Lore: Phazon	Any time	MedLab Delta	MedLab Alpha
✓	Lore: Phazon Enhancement Device	Any time	MedLab Delta	MedLab Alpha
✓	Aurora Unit 242 (automatic)	Once	Aurora Chamber	--
✓	Nightbarb	Any time	Cliffside Airdock	Hidden Court
✓	Research: Kashh Plant	Any time	Cliffside Airdock	--
✓	Research: Mature Kashh Plant	Any time	Cliffside Airdock	--
✓	Research: Bryyo Blue Door	Any time	Cliffside Airdock	--
✓	Gragnol	Any time	Gateway Hall	Ruined Shrine
✓	Research: Small Bryyo Coffer	Any time	Gateway Hall	--

SCANS [CONTINUED]

	SCAN	AVAILABILITY	FIRST APPEARANCE	SECOND APPEARANCE
✓	Phazon Nightbarb	Any time	Gateway	Crash Site
✓	Gel Puffer	Any time	Gateway	Falls of Fire
✓	Hopper	Any time	Gateway	--
✓	Lore: Golden Age	Any time	Reliquary II	--
✓	Bryyonian Shriekbat	Any time	Gateway	Imperial Hall
✓	Shelbug	Any time	Grand Court Path	Imperial Hall
✓	Reptilicus Hunter	Limited	Grand Court	Hangar Bay
✓	Lore: Age of Science	Any time	Grand Court	--
✓	Korba	Any time	Hillside Vista	--
✓	Snatcher	Any time	Hillside Vista	--
✓	Research: Grapple Swing Point	Any time	Hillside Vista	--
✓	Reptilicus	Any time	Grand Court Path	Gateway
✓	Atomic	Limited	GFS Theseus	North Jungle Hall
✓	Gragnol Adult	Any time	Crash Site: second story	Gateway Hall
✓	Alpha Hopper	Once	Gateway Hall	--
✓	Research: Fuel Gel	Any time	Fiery Airdock	--
✓	Lore: Age of Schism	Any time	Main Lift	--
✓	Lore: Age of War	Any time	Gel Processing Site	--
✓	Warp Hound	Any time	Gel Processing Site	Ancient Courtyard
✓	Phazon Pillbug	Limited	Gel Processing Site	--
✓	Research: Grab Ledge	Any time	Gel Processing Site	Arrival Station
✓	Gelbug	Any time	Temple Access	--
✓	Research: Large Space Pirate Crate	Any time	Temple of Bryyo	--
✓	Armored Pirate Trooper	Limited	Temple of Bryyo	--
✓	Rundas	Once	Temple of Bryyo	--
✓	Research: Bryyo Orange Door	Any time	Hidden Court	--
✓	Research: Energy Cell	Limited	Federation Landing Site	--
✓	Research: Galactic Federation Orange Door	Any time	Federation Landing Site	--
✓	Research: Space Pirate Crate	Any time	Temple of Bryyo	--
✓	Armored Aerotrooper	Once	Temple of Bryyo	--
✓	Scorch Bug	Any time	Temple Reservoir	--
✓	Gel Ray	Any time	Temple Reservoir	--
✓	Lore: Downfall	Any time	Eastern Generator	--
✓	Advanced Shield Trooper	Limited	Temple of Bryyo	--
✓	Assault Pirate Trooper	Limited	Ancient Courtyard	--
✓	Advanced Pirate Trooper	Limited	Ancient Courtyard	--
✓	Berserker Knight	Limited	Ancient Courtyard	Transit Station 0205
✓	Pirate Hussar	Once	Jousting Field	--
✓	Korakk Beast	Once	Jousting Field	--

SCANS [CONTINUED]

	SCAN	AVAILABILITY	FIRST APPEARANCE	SECOND APPEARANCE
✓	Lore: The Hunted	Any time	Western Generator	--
✓	Remorse-Class Turret	Any time	Generator Hall South	Lift Hub
✓	Research: Space Pirate Blue Door	Any time	Generator Hall South	--
✓	Research: Phazon Fungus	Any time	South Jungle Hall	--
✓	Research: Leviathan Door	Limited	Bryyo Seed	Elysia Seed/Pirate Homeworld Seed
✓	Mogenar	Once	Leviathan Core	--
✓	Research: SkyTown Storage Unit	Any time	Main Docking Bay	--
✓	Research: Heavy SkyTown Storage Unit	Any time	Main Docking Bay	--
✓	Transportation Drone	Any time	Main Docking Bay	--
✓	Aerial Repair Drone	Any time	Main Docking Bay	--
✓	Databot	Any time	Main Docking Bay	--
✓	Lore: Creators	Any time	Main Docking Bay	--
✓	Research: SkyTown Blue Door	Any time	Main Docking Bay	--
✓	Research: Zipline Cable	Any time	Zipline Station Alpha	--
✓	Tinbot	Any time	Arrival Station	Junction
✓	Lore: Gift	Any time	Arrival Station	--
✓	Research: Kinetic Orb Cannon	Any time	Transit Hub	--
✓	Steamlord	Limited	Barracks Access	Skybridge Hera, Ballista Storage
✓	Steambot	Limited	Steambot Barracks	Skybridge Hera, Ballista Storage
✓	Lore: Discovery	Any time	Barracks Lift	--
✓	Repair Drone	Any time	Aurora Lift	--
✓	Sky Puffer	Any time	Maintenance Shaft AU	--
✓	Dragoon Battle Drone	Any time	Skybridge Hera	Main Docking Access
✓	Lore: Slumber	Any time	Ballista Lift	--
✓	Defense Drone	Once	Ballista Storage	--
✓	Research: Spinner	Limited	Ballista Storage	--
✓	Research: Half-Pipe	Any time	Steambot Barracks	--
✓	Ghor	Once	Main Docking Bay	--
✓	Elysian Shriekbat	Any time	Main Docking Access	--
✓	Aurora Unit 217	Limited	Aurora Chamber	--
✓	Research: SkyTown Orange Door	Any time	Security Station	--
✓	Lore: Alone	Any time	Landing Site A	--
✓	Lore: Prophecy	Any time	Refinery Access	--
✓	Lore: Our Plea	Any time	Imperial Caverns	--
✓	Research: Wall Jump Surface	Any time	Imperial Caverns	--
✓	Advanced Aerotrooper	Limited	Chozo Observatory	--
✓	Swarmbot	Any time	Gearworks	--
✓	Lore: Federation	Any time	Maintenance Shaft TR	--
✓	Lore: Agreement	Any time	Landing Site B	--
✓	Research: Ship Grapple Point	Limited	Chozo Observatory	--

SCANS [CONTINUED]

	SCAN	AVAILABILITY	FIRST APPEARANCE	SECOND APPEARANCE
✓	Lore: Aurora	Any time	Broken Lift	--
✓	Steamspider	Any time	Xenoresearch B	Escape Pod Bay
✓	Phazon Metroid	Any time	Xenoresearch B	--
✓	Lore: Loss	Any time	Concourse Access B	--
✓	Space Pirate Assault Skiff	Once	Spire	--
✓	Armored Shield Trooper	Once	Spire	--
✓	Phazon Leech	Limited	Landing Site C	--
✓	Helios	Once	Leviathan Core	--
✓	Research: Heavy Phazon Canister	Any time	Landing Site Bravo	--
✓	Pirate Cargo Drone	Any time	Landing Site Bravo	--
✓	Lore: Our Mission	Any time	Lift Hub	--
✓	Research: Space Pirate Orange Door	Any time	Lift Hub	--
✓	Research: Space Pirate Green Door	Any time	Defense Access	--
✓	Lore: Stowaway	Any time	Command Station	--
✓	Urtragian Shriekbat	Limited	Scrapvault	--
✓	Commando Pirate	Limited	Scrapvault	--
✓	Lore: First Disciples	Any time	Processing Access	--
✓	Assault Shield Trooper	Limited	Metroid Processing	--
✓	Puffer Mine	Limited	Airshaft	--
✓	Lore: The Source Discovered	Any time	Airshaft	--
✓	Gandrayda	Once	Proving Grounds	--
✓	Lore: The Leviathan	Any time	Transit Station 1-A	--
✓	Lore: Defeat	Any time	Powerworks	--
✓	Research: Spider Ball Track	Any time	Powerworks	--
✓	Lore: Phazon	Any time	Construction Bay	--
✓	Phaazoid	Any time	Hoverplat Docking Site	--
✓	Red Phaazoid	Limited	Hoverplat Docking Site	--
✓	Lore: Invader	Any time	Hoverplat Docking Site	--
✓	Research: Planet Aether	Any time	Chozo Observatory	--
✓	Research: Planet Tallon IV	Any time	Chozo Observatory	--
✓	Assault Aerotrooper	Once	Craneyard	--
✓	Lore: Taking Valhalla	Any time	Creche Transit	--
✓	Lore: Disaster at Elysia	Any time	Command Courtyard	--
✓	Scritter	Any time	Courtyard Passage	Landing Site Delta
✓	Lore: Purification	Any time	Skyway Access	--
✓	Lore: Vanguard	Any time	Mine Lift	--
✓	Phazon Harvester Drone	Limited	Phazon Harvesting	--
✓	Lore: Victory and Loss	Any time	Drill Shaft 1	--
✓	Lore: Bryyo Falls	Any time	Phazon Mine Entry	--
✓	Geemer	Any time	Reliquary II	--

SCANS [CONTINUED]

	SCAN	AVAILABILITY	FIRST APPEARANCE	SECOND APPEARANCE
✓	Lore: Salvation	Any time	Hidden Court Hall	--
✓	Lore: Victory	Any time	Hall of Golems	--
✓	Fargul Hatcher	Any time	Hall of Golems	--
✓	Fargul Wasp	Any time	Hall of Golems	--
✓	Lore: Decline	Any time	Colossus Vista	--
✓	Lore: Struggle of Exiles	Any time	Burrow	--
✓	Demolition Trooper	Limited	Skyway Access	--
✓	Lore: Mistress Gandrayda	Any time	Transit Tunnel P70	--
✓	Pirate Commander	Once	Transit Station Leviathan	--
✓	Omega Ridley	Once	Leviathan Core	--
✓	Liquid Phazon	Any time	Conduit B	--
✓	Phazon Grub	Any time	Conduit B	--
✓	Lore: Planet Bryyo	Any time	Data Storage	--
✓	Lore: SkyTown	Any time	Data Storage	--
✓	Lore: Planet Norion	Any time	Cargo Dock B	--
✓	Hopping Metroid	Limited	Cargo Dock B	--
✓	Research: Multi-Lock Blast Shield	Once	Cargo Dock B	--
✓	Metroid Hatcher	Limited	Generator B	--
✓	Phazon Shriekbat	Limited	Hangar A Access	--
✓	Miniroid	Any time	Hangar A Access	Repair Bay
✓	Lore: Tallon IV Incident	Any time	Stairwell	--
✓	Phaz-Ing	Any time	Security Station	--
✓	Phazon Hopper	Any time	Xenoresearch Lab	--
✓	Research: Galactic Federation Green Door	Any time	Valhalla	--
✓	Lore: Anhur Incident	Any time	Control Room	--
✓	Research: Phaaze Door	Any time	Landing Site	--
✓	Jelsac	Limited	Entry Canyon	--
✓	Research: Black Phazon Crystals	Limited	Cavern Alpha	Hatcher Shaft
✓	Phazon Puffer	Limited	Cavern Beta Access	Drop Shaft
✓	Tangle Weed	Once	Drop Shaft	--
✓	Leviathan Infant	Once	Genesis Chamber	--
✓	Dark Samus	Once	Sanctum	--
✓	Aurora Unit 313	Once	Sanctum	--

Metroid Prime: Trilogy Secrets

Special Endings

The grand finales you're treated to at the end of each game vary based on the number of suit upgrades and weapon expansions you acquire during Samus's mission. Scans are not taken into account; only primary upgrades (which you must collect to pass through the game) and optional expansions (such as Energy Tanks and Missile Expansions) are counted. Special messages periodically appear onscreen to let you know how far you've progressed. Here are the progression milestones that affect the endings across all three games:

Metroid Prime

0-99 percent: Normal ending

100 percent: Normal ending, plus special ending

Metroid Prime 2: Echoes and *Metroid Prime 3: Corruption*

0–74 percent: Normal ending

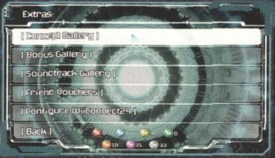
75–99 percent: Normal ending, plus special ending 1

100 percent: Normal ending, plus special endings 1 and 2

NOTE

You may need to wait until after the credits roll to view special endings.

Extras Menu



In *Metroid Prime: Trilogy*, special bonus content must first be unlocked before it can be purchased with colored credits. Save your colored credits so you can purchase Concept Gallery art, items from the Bonus Gallery, and music from the Soundtrack Gallery!

Earning Credits

You accumulate credits of various colors as you complete milestones and special tasks throughout *Metroid Prime: Trilogy*. There are far more credits to acquire in *Metroid Prime 3: Corruptions,* compared to the first two games, but all three offer credits for you to earn, which in turn are used to purchase unlocked content. Here's your color-coded credit breakdown:

CREDIT BREAKDOWN

CREDIT COLOR	GAME	HOW TO GET
Orange	*Metroid Prime*	Complete major milestones, such as defeating bosses.
Purple	*Metroid Prime 2: Echoes*	Complete major milestones, such as defeating bosses.
Silver	*Metroid Prime* and *Metroid Prime 2: Echoes*	Discover critical items, such as Artifacts (MP1) and Temple Keys (MP2)
Red	*Metroid Prime 3: Corruption*	Scan creatures and enemies.
Blue	*Metroid Prime 3: Corruption*	Scan objects in the world for Log Book entries.
Gold	*Metroid Prime 3: Corruption*	Complete major milestones, such as defeating bosses and discovering critical items.
Green	*Metroid Prime 3: Corruption*	Complete special tasks and challenges to earn friend vouchers, then trade them (see the sidebar).

Friend Vouchers

You earn friend vouchers as you complete special tasks and challenges in *Metroid Prime 3: Corruption*. But these do not become credits until you trade them with online friends through WiiConnect24. Send your vouchers to friends and hopefully they'll respond with some vouchers for you. Vouchers you receive from friends are instantly converted into green friend credits.

Corruption Credits List

Finding every credit in the first two *Metroid Primes* is simple—just play the games to completion, and you'll find them all. (There are 10 orange and 15 silver credits in *Metroid Prime*, and 15 purple and 18 more silver credits in *Echoes*.) However, *Corruption*'s credit system is far more involved, with loads of credits for you to acquire. Use the following table, which lists all credits in chronological order, to ensure you don't miss a single one.

CORRUPTION CREDITS - CHRONOLOGICALLY

GOT IT?	LOCATION	DETAILS	CREDIT TYPE
GFS OLYMPUS			
☑	Docking Bay 5	Juggle Training Drone 10 times	Gold
☑	Docking Bay 5	Juggle Training Drone 20 times	Friend Voucher
☑	Port Observation Deck	Save trooper	Blue
☑	Xenoresearch Lab	Save troopers (2)	Blue
☑	Lab Access	Quickly shoot emergency door button; save trooper	Friend Voucher
☑	Repair Bay Shaft	Save trooper	Blue
☑	Docking Bay 5	Defeat Berserker Lord	Gold
☑	Docking Bay 5	Defeat Berserker Lord on Hypermode Difficulty	Gold
NORION			
☑	Cargo Dock C	Escape Meta Ridley (in Morph Ball Tube) without taking damage	Friend Voucher
☑	Generator Shaft	Defeat Meta Ridley	Gold
☑	Generator Shaft	Defeat Meta Ridley on Hypermode Difficulty	Gold
☑	Any Room	Rip jetpack from Aerotrooper with Grapple Lasso	Friend Voucher
☑	Any Room	Kill 100, 200, 300, 400, 500, 600, 700, 800, 900, and 1,000 enemies	Friend Voucher (up to 10)
BRYYO: FIERY			
☑	Temple of Bryyo	Defeat Rundas	Gold
☑	Temple of Bryyo	Defeat Rundas on Hypermode Difficulty	Gold
☑	Temple Generator	Destroy Eastern Energy Signature	Gold
☑	Gel Cavern	Use shortcut	Friend Voucher
☑	Any Room	Reptilicus commits suicide; freeze enemy with Ice Missile while the boomerang is deployed	Friend Voucher
BRYYO: THORN JUNGLE			
☑	Jousting Field	Defeat Korrak Beast	Gold
☑	Jousting Field	Defeat Korrak Beast on Hypermode Difficulty	Gold
☑	North Jungle Court	Throw all three switches without a pirate resetting one	Friend Voucher
☑	Jungle Generator	Destroy Western Energy Signature	Gold
BRYYO: SEED			
☑	Leviathan Core	Defeat Mogenar	Gold
☑	Leviathan Core	Defeat Mogenar on Hypermode Difficulty	Gold
ELYSIA: SKYTOWN WEST			
☑	Steambot Barracks	Defeat Steamlord	Gold
☑	Steambot Barracks	Defeat Steamlord on Hypermode Difficulty	Gold
☑	Skybridge Hera	Drop bridge with Steambots on it	Friend Voucher
☑	Ballista Storage	Defeat Defense Drone	Gold
☑	Ballista Storage	Defeat Defense Drone on Hypermode Difficulty	Gold
☑	Main Docking Bay	Defeat Ghor	Gold
☑	Main Docking Bay	Defeat Ghor on Hypermode Difficulty	Gold
☑	Any Room	Bowl over three Tinbots with Boost Ball	Friend Voucher

CORRUPTION CREDITS - CHRONOLOGICALLY [CONTINUED]

GOT IT?	LOCATION	DETAILS	CREDIT TYPE
		BRYYO: ICE	
☑	Warp Site Bravo	Discover new area	Friend Voucher
		ELYSIA: SKYTOWN EAST	
☑	Skytram East	Discover new area	Friend Voucher
☑	Turbine Chamber	Defeat Berserker Lord	Gold
☑	Turbine Chamber	Defeat Berserker Lord on Hypermode Difficulty	Gold
☑	Escape Pod Bay	Destroy Seed shield	Gold
		ELYSIA: SEED	
☑	Leviathan Core	Defeat Helios	Gold
☑	Leviathan Core	Defeat Helios on Hypermode Difficulty	Gold
		PIRATE HOMEWORLD: RESEARCH FACILITY	
☑	Proving Grounds	Defeat Gandrayda	Gold
☑	Proving Grounds	Defeat Gandrayda on Hypermode Difficulty	Gold
		ELYSIA: SKYTOWN WEST	
☑	Construction Bay	Defeat Red Phaazoid	Gold
☑	Hoverplat Docking Site	Defeat Red Phaazoid	Gold
		ELYSIA: SKYTOWN EAST	
☑	Concourse Ventilation	Defeat Red Phaazoid	Gold
		PIRATE HOMEWORLD: RESEARCH FACILITY	
☑	Metroid Creche	Defeat Metroid Hatcher	Gold
☑	Metroid Creche	Defeat Metroid Hatcher on Hypermode Difficulty	Gold
		PIRATE HOMEWORLD: MINING SITE	
☑	Phazon Harvesting	Defeat Phazon Harvester Drone	Friend Voucher
		NORION	
☑	Generator Shaft B	Defeat Metroid Hatcher	Gold
☑	Generator Shaft B	Defeat Metroid Hatcher on Hypermode Difficulty	Gold
		BRYYO: FIERY	
☑	Gel Processing Site	Defeat Red Phaazoid	Gold
		BRYYO: THORN JUNGLE	
☑	Jousting Field	Defeat Red Phaazoid	Gold
		BRYYO: CLIFFSIDE	
☑	Grand Court	Defeat Red Phaazoid	Gold
		GFS VALHALLA	
☑	Aurora Chamber	Defeat Metroid Hatcher	Gold
☑	Aurora Chamber	Defeat Metroid Hatcher on Hypermode Difficulty	Gold
☑	Control Room	Activate secret Aurora 313 dialogue; use keypad	Friend Voucher
		PIRATE HOMEWORLD: RESEARCH FACILITY	
☑	Proving Grounds	Defeat Red Phaazoid	Gold

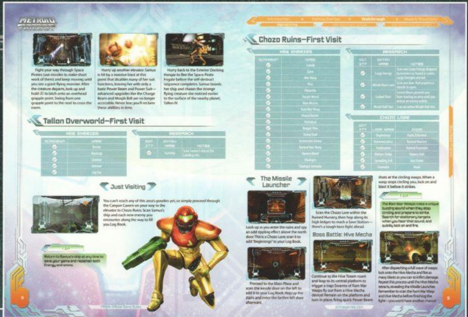
CORRUPTION CREDITS - CHRONOLOGICALLY [CONTINUED]

GOT IT?	LOCATION	DETAILS	CREDIT TYPE
		PIRATE HOMEWORLD: COMMAND CENTER	
✓	Command Station	Destroy Defense System	Gold
✓	Transit Tunnel P70	Keep Demolition Troopers alive (12/12)	Gold
✓	Any Room	Kill 20 Commando Pirates	Friend Voucher
✓	Transit Station Leviathan	Defeat Pirate Commander	Gold
✓	Transit Station Leviathan	Defeat Pirate Commander on Hypermode Difficulty	Gold
✓	Transit Station 0204	Defeat Red Phaazoid	Gold
		PIRATE HOMEWORLD: MINING SITE	
✓	Phazon Harvesting	Defeat Red Phaazoid	Gold
		PIRATE HOMEWORLD: SEED	
✓	Landing Site	Kill all creatures at Landing Site	Friend Voucher
✓	Leviathan Core	Defeat Omega Ridley	Gold
✓	Leviathan Core	Defeat Omega Ridley on Hypermode Difficulty	Gold
		PIRATE HOMEWORLD: COMMAND CENTER	
✓	Leviathan Battleship	Repeatedly shoot eye-like organ above Leviathan terminal	Friend Voucher
		PHAAZE	
✓	Sanctum	Repulse Dark Samus	Gold
✓	Sanctum	Repulse Dark Samus on Hypermode Difficulty	Gold
✓	Sanctum	Defeat Aurora Unit 313	Gold
✓	Sanctum	Defeat Aurora Unit 313 on Hypermode Difficulty	Gold

MP 2
R I M

Trilogy Walkthrough

Don't just settle for one *Prime* guide—get all three! Our walkthroughs for *Metroid Prime 1-3* have been carefully crafted to lead you step-by-step through Samus Aran's most challenging adventures. Solve every puzzle and annihilate every foe as you follow along, claiming suit upgrades and weapon expansions at the most convenient times!



Chozo Ruins—First Visit

Fight your way through Space Pirates (use missiles to make short work of them) and keep moving until you see a giant flying monster. After the creature departs, look up and hold (Z) to latch onto an overhead grapple point. Swing from one grapple point to the next to cross the room.

Hurry up another elevator. Samus is hit by a massive blast at this point that disables many of her suit functions, leaving her with only a basic Power Beam and Power Suit—advanced upgrades like the Charge Beam and Morph Ball are no longer accessible. Never fear; you'll reclaim these abilities in time.

Hurry back to the Exterior Docking Hangar to flee the Space Pirate Frigate before the self-destruct sequence completes. Samus boards her ship and chases the strange flying creature she noticed earlier to the surface of the nearby planet, Tallon IV.

Tallon Overworld—First Visit

Just Visiting

You can't reach any of this area's goodies yet, so simply proceed through the Canyon Cavern on your way to the elevator to Chozo Ruins. Scan Samus's ship and each new enemy you encounter along the way to fill you Log Book.

TIP

Return to Samus's ship at any time to save your game and replenish both Energy and ammo.

The Missile Launcher

Look up as you enter the ruins and spy an odd rippling effect above the north door. This is a Chozo Lore; scan it to add "Beginnings" to your Log Book.

Proceed to the Main Plaza and scan the missile door on the left to add it to your Log Book. Hop up the stairs and enter the farther left door afterward.

Scan the Chozo Lore within the Ruined Nursery, then hop along its high ledges to reach a Save Station—there's a tough boss fight ahead.

Boss Battle: Hive Mecha

Continue to the Hive Totem room and leap to its central platform to trigger a trap: Swarms of Ram War Wasps fly out from a Hive Mecha device! Remain on the platform and turn in place, firing quick Power Beam shots at the circling wasps. When a wasp stops circling you, lock on and blast it before it strikes.

TIP

The Ram War Wasps make a unique buzzing sound when they stop circling and prepare to strike. Search for stationary targets when you hear that sound, and quickly lock on and fire.

After dispatching a full wave of wasps, lock onto the Hive Mecha and fire as many blasts as you can to inflict damage. Repeat this process until the Hive Mecha retracts, revealing the Missile Launcher. Remember to scan the Ram War Wasp and Hive Mecha before finishing the fight—you won't have another chance!

Labeled Maps

In addition to our walkthroughs there are enhanced 3D maps of every world Samus explores throughout the epic *Metroid Prime: Trilogy*. Use them to identify upcoming goodies or quickly track down something vital. Each map is fully labeled with all items of interest, using numbered icons that correspond to the walkthrough and checklists.

MAPS, CHECKLISTS, & EXTRAS

Metroid Prime Maps & Checklists

Space Pirate Frigate
Chozo Ruins
Tallon Overworld
Legend
Legend

Checklists and Extras

With well over 300 upgrades, expansions, and log entries for you to accumulate in *Metroid Prime: Trilogy*, you'll find loads of quick-reference checklists kept in one convenient place at the back of the guide. You'll never miss a thing!

PRIMARY UPGRADES

ENERGY TANKS

MISSILE EXPANSIONS

MISSILE EXPANSIONS (CONTINUED)

GUNSHIP MISSILE EXPANSIONS

ENERGY CELLS

SCANS

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Stephen Stratton

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